Tainted Grail

Red Death

Exploration Journal

Awaken Realms

Tainted Grail
Red Death

Exploration
Journal

Component List

Models

1 Plaguebeast
1 Fomorian Sentinel
1 Danse Macabre

Paper Components

20 Save Sheets
Red Death Exploration Journal
3 Starting Letters

Cards

Standard Cards (85):

12 gray Encounters
11 green Encounters
12 purple Encounters
12 blue Encounters
5 Random Events
29 Story Events

Oversized Cards (35):

32 Location Cards
1 Danse Macabre card
1 Miasma card
1 Help card

Small cards (81):

17 Advanced Skill cards
28 Ancient Item cards
36 Secret cards

Introduction

Red Death is an additional campaign for Tainted Grail, designed to be played by experienced Characters and players with a good grasp of the basic Tainted Grail rules.

Miasma

As Characters delve deeper into the plagued ruins of the lost capital of Camlann, they will slowly raise their level of Miasma. It represents both the physical effect of noxious fumes in the city, and the mental toll of dark secrets that Characters discover in the campaign.

When you reveal the Miasma card for the first time, put a Dial with a Quest Token on the first of the three sections (**"Low Miasma"**) and set it to 1.

The Miasma card outlines when players should increment the Miasma counter. Additionally, some rules and Journal interactions will cause players to gain Miasma.

When your Miasma is higher, many supernatural powers of the city will treat you as one of them, leading to an easier game. However, only lower Miasma levels will allow you to discover some secrets and reach the best endings.

Miasma Levels

The Miasma card has three levels (Low, Medium and High) each with one slot for a Dial and some additional rules. These rules are active only when the Dial is in the level that contains them.

If the Dial is at 8 in the Low or Medium Section, and you are supposed to add more points, move the Dial to the next section, set it to 1 and add any leftover points. If the Miasma Dial is at 1 in the Medium or High section, and you are supposed to remove some points, move it to the previous section of the card, set it to 8, and then apply the rest of the loss.

If the Miasma is High and equal to 8, you cannot gain any more Miasma. Resolve the special rule found on the Miasma card.

If the Miasma is Low and equal to 1, you cannot lose any more Miasma. Ignore any Miasma losses.

For example: The Miasma Dial is in the "Medium" section of the card and set to 6. The players trigger an effect that asks them to raise it by 3. They move the Dial to the "High" section instead and set it to 2 (two points added in the "Medium" section and one point added in the "High" section).

Many cards and events in the game read the current Miasma level and adapt their effects accordingly.

Menhirs, Wyrdness and Locations

Though visitors of Camlann have to contend with miasmic fumes, they at least don't have to worry about their Menhirs running out. Wyrdness does not exist in Homelands, just like these ancient statues. This means:

- That you can always reveal any Location card connected to the one you are currently in.
- That at each Start of the Day, you do not remove any Locations.
- That you do not suffer any penalties for resting or staying out of the Menhir range. For the purpose of any skills, abilities or cards you are always considered to be in the Active Menhir range.
- That instead, Locations are removed only in specific moments of the campaign (usually when moving between districts).

Danse Macabre

A horrific presence wanders the streets of Camlann, swaying to the sound of pipes and drums. The rules of the Dance Macabre will be explained during the game.

New Card Type: Advanced Skills

These special skill cards allow you to advance your Characters further and will be necessary to face the challenges of Red Death. The following rules apply:

An Advanced Skill can be bought during Character Advancement, just like regular Skills.

The cost of the Advanced Skill depends only on the number of Advanced Skills you have:

First Advanced Skill costs 10 Exp.

Second Advanced Skill costs 15 Exp.

The third and all further Advanced Skills cost 20 Exp.

Advanced Skills have minimum Attribute requirements listed on their cards. Your Attributes need to be at least this high to buy the card.

> *For example: If an Advanced Skill shows 3 and 3 , you need to meet both Attribute requirements to buy this card. The Attributes listed on the card are NOT added to your Attributes!*

Once you buy an Advanced Skill, place it above or below your Character Tray. Do not attach them to your regular Skills.

New Card Type: Ancient Items

Ancient Items represent rare objects you will sometimes find.

Ancient Items count towards any Item limit and can be discarded by effects that cause you to discard Items.

New Secret Card Type: Mini-Encounters

The Red Death campaign also introduces a new type of a card: a Mini-Encounter printed on the Secret card that represents a special, challenging stage of some regular Encounters.

Whenever you put a Mini-Encounter on the Encounter card, all gained from now on should be placed on its card, forming a separate Combat Pool. The rules on the Mini-Encounter and its Attack Table replace all text of the original Encounter card.

During a Victory Check, if the total number of on the Mini-Encounter meets or exceeds its Value, remove its card and any that were on it. From now on, you once again fight the original Encounter, starting with a Character Activation.

When placing a Mini-Encounter, do not remove the original Combat Pool and do not discard the Sequence!

> *For example: Characters fight a Plaguebeast and trigger an Attack that spawns the* **"Bubonic Growth"** *Mini-Encounter (Secret card* **151***). They place this card on top of the Encounter. From now on, every gained in combat should be placed on Secret card* **151***. Once the* **"Bubonic Growth"** *is defeated, players immediately discard it and resume Combat with the original Encounter.*

New Location Seal: Ruins

Many Red Death Location cards contain a brand new type of seal next to their name – the Ruins symbol. Ruins are a new type of terrain that does not count as either a Settlement or Out-of-Settlement Location. When you are in a Location with a Ruins seal, any rules and effects that take place in Settlements or out of Settlements do not work. Instead, some Red Death Advanced Skills, Items and Encounters have specific rules related to the Ruins Locations.

New Location Seal: Sewer

Some Red Death Location cards contain the Sewer seal. Its function will be explained during the game. Before you are asked to read Sewer-specific rules, simply ignore this seal.

New Rules for Using Markers

Red Death is played by advanced Characters and many Encounters have large combat pools. This may sometimes cause bigger groups of Characters to run out of standard markers. If that happens, we suggest:

- Use Dials as tokens with a Value of 10 (skull-side up) and 20 (grail-side up). Since there are no Menhirs in Red Death, Dials are used much less often.
- Remove the markers from Attribute slots if there's at least one Skill attached to this slot. The number of skills itself indicates the total value of the Attribute, without the need to use the markers.

New Encounter Traits

Bloodthirst – Whenever you place a Charge, lose instead. You have no Charges in this Encounter!

Corrosive – If you win, destroy any Armor you were using.

Counter – Whenever you gain or more when playing a single card (including all bonuses from Items and Skills), immediately resolve the Opportunity attack.

Demolisher – Whenever you , lose 1 .

Elusive – When the Combat Pool value is even, players are unable to connect a Bonus (zero is not considered even).

Ethereal – Gain only from cards connected with a Magic Key. If the last card in the Sequence is not connected with a Magic Key, Items, Skills, and any other effects cannot grant any .

Fear – You Panic whenever you have more than 0 .

Ferocity (X) – Place all you gain in your Activation in a separate pile. Once there's X or more of them, no more cards can be played in this Activation. At the end of your "Play additional Combat cards" step, add these to the Combat Pool.

Hunger – If you **have** the **"Red Sign"** Secret card (**66**), the Enemy has the Rage and Feint traits during your Character Activation step.

Mindflaying – At the start of your Activation, discard a number of cards equal to your from the top of your deck.

Multiattack – In the Enemy Attack phase, every Party member receives the and gains the from the Attack. Cards in the sequence modify the Attack for every Party member. Items modify the Attack only for Characters who use them.

Pestilent – Players receive 1 for every card played in their Activation.

Slumbering – If Miasma is High and the Combat Pool is even, skip the Enemy Attack (zero is not considered even).

Stench – If you are not at full , your card abilities do not work.

New Tracks for Diplomatic Encounters

Some of the Red Death Diplomatic Encounters have a or icon on their Affinity Track. If the Affinity Marker ends up on this slot of the Track, the Active Character gains 1 (in case of the Terror icon) or receives 1 (in case of the Damage icon).

Please note this effect does not apply when you move the Affinity Marker over the icon of the Track (for example, when resolving a ⬆⬆ or ⬇⬇ effect).

Character Traits vs Red Death Locations

Many Locations in Red Death have complex mechanics that make use of many different markers and tokens, some of which may also be used by Character Traits. When placing a marker generated by a Character Trait or Action (such as **Mabd**'s negative Trait) make sure to place it so that it won't mix up with the markers placed on the Location by the Journal – for example, next to the Location or on its corner.

Character Death

Replacing a dead Character with a new one is impossible in Red Death. When a Character dies, go to Verse 500 of the Book of Secrets instead.

Starting the Campaign

To set up the Red Death campaign, follow the steps outlined below.

I) Prepare Cards and Decks

Red Death is an expansion campaign that requires some components from the base **Tainted Grail: The Fall of Avalon** box. Before starting your campaign, make sure you have the cards listed below, in addition to all **Red Death** cards and decks.

Random Events

Use five Red Death Random Events and shuffle them with the following Random Events from the base game:

- 2x Good Weather
- Violent Thunderstorm
- Dense Mists
- Unnatural Chill
- Blood Moon
- Howling Gale
- Heavy Rainfall

Items Deck

Use all Item cards from the base game, with the exception of **"Ritual Chalk"** and **"Wyrdstone Heart"**.

Encounter Decks

Use the following Difficulty 3 and 4 Encounters from the base game and place them on the four piles of Red Death Encounters of the same color:

Gray:

- 1x Knight Errant (Difficulty 3)
- 1x Fetch (Difficulty 3)

Green:

- 1x Bog Maiden (Difficulty 3)
- 1x Mulch Man (Difficulty 4)

Purple:

- 1x Disembodied Voracity (Difficulty 3)
- 1x Yr Hen Wrach (Difficulty 3)

Blue:

- 1 x Calm Before the Storm (Difficulty 3)

Skills

Use all Skill cards from the base game.

II) Character Setup

Red Death should be played with a team of experienced Characters who have finished one of the three basic campaigns (**Fall of Avalon**, **Last Knight**, **Age of Legends**). Alternatively, you may create an epic-level team specifically for this campaign.

Repeat the following steps for every Character who will take part in the campaign. The Characters need to come from a single Save and from the same basic campaign.

Importing Your Character

I) Use your Save Sheet from the completed campaign to restore your Character, their Attributes, and Skills. Restore your Combat deck and Diplomacy deck from the Save compartments. If you have not saved your Combat and Diplomacy deck, use the Character Creation section to rebuild your Character within the allowed 80 Exp limit for Attributes, Skills and Deck Advancements.

II) You may replace any of the following Skills with another Skill of the same Attribute, as their usefulness in the **Red Death** Campaign is diminished:

9, 10, 24, 41, 61, 62, 63, 64, 65, 66

Additionally, if you find some of your Skills from Avalon to be less useful in Camlann, be on the lookout for a Location that allows you to modify your Skills!

III) If your Character has Items and Secrets saved in a save compartment, restore the Items and discard the Secrets (with the exception of Secrets number **35, 43, 45, 62,** and **94**).

IV) If you haven't saved your Items, choose up to 5 Item cards per Character – but no more than one Item with each specific Keyword (weapon, armor, shield, relic, companion).

V) Proceed to **"World Setup"** to prepare your campaign.

Character Creation

If you wish to play the Red Death campaign without carrying over existing Characters, you can create your own, advanced Party:

- Pick any number of Characters from one standard Tainted Grail campaign (**Fall of Avalon, Last Knight, Age of Legends**).
- Each of these Characters gains 80 Exp. Spend this Exp according to the standard rules, buying any combination of Skills, Attributes and Deck Advancements.
- Discard any leftover Exp.
- Each Character chooses up to 5 Item cards – but no more than one Item with each specific Keyword (weapon, armor, shield, relic, companion).

Proceed to the **"World Setup"** to prepare your campaign.

III) World Setup

To play **Red Death**, set up the game world according to the Rulebook with the following changes:

I) Place Location **401** in the middle of your play space. Place all the Character models you are starting the campaign with there.

II) Do not place a Menhir in Location **401**.

III) Attach the Old Port (**408**) to the left edge of the Mist-Covered Sea (**401**).

IV-V) No changes.

VI) Prepare the Red Death Save Sheet.

VII-IX) No changes.

X) Choose and read your starting letter:

- If you're playing with Characters from the **Age of Legends** campaign, gain the **"Age"** part **1** status and read Starting Letter number 1.
- If you're playing with Characters from the **Fall of Avalon** campaign, gain the **"Age"** part **2** status and read Starting Letter number 2.
- If you're playing with Characters from the **Last Knight** campaign, gain the **"Age"** part **3** status and read Starting Letter number 3.

XI) You're now ready to start the **Red Death** campaign! Reveal the first Event card and follow its instructions.

(Optional) Coffin Dance Mode

The Red Death campaign was tuned to provide a considerable challenge. Still, groups of very advanced, well-tuned Characters may wish for some additional difficulty. If that's the case, instead of using standard Hard Mode outlined in the Rulebook, please follow the rules below.

You may choose to play with any of the following modifications, but for the true hardcore experience, we recommend playing with all of them.

Setup:

Each player should flip the Heath limiter plastic piece upside down so that the top of heart icon points to the bottom of the track

At the start of the game take Secret card **42** and each Character takes one Secret card **66**.

Escaping Combat:

You may try to Escape only once per your Character's Activation. To initiate the escape, Lose 1 and gain 1 Miasma. Then, receive the Opportunity attack and toss a Dial:

Skull – You remain in Combat!

Grail – You successfully Escape from Combat. Place the Encounter card on the bottom of its deck and reshuffle your combat deck including any discarded cards.

Encounter & Event decks:

When the game requires you to place random Event cards, place 1 less than instructed.

When a game requires you to create an Encounter deck always treat your Miasma level as Low.

Exhaustion

When at least one of the players ends their Day exhausted, gain 1 Miasma.

Skills & items & Resources

Characters can carry a maximum of 5 items.

Characters can only have 2 Ancient Items equipped at the same time.

Characters cannot have multiple Advanced Skills that require the same Attribute.

You can have at most 20 of each Resource (Except Exp)

Guardians:

When you roll a Guardian Die, treat the **"Discard"** result as **"Nothing"**.

401 Mist-Covered Sea

The crooked buildings of the old port emerge from the mists. Half-collapsed piers that once played host to countless ships from every known land are now silent and empty. You didn't expect anything else – the stories say that by the time the Red Death engulfed the capital, people were fleeing on everything that could float.

As your ship gets closer to the port, you notice long, red banners flapping from buildings, and a series of stockades lined with sharpened stakes that block every entry into the port. Sailors whisper to each other, scared mindless. The captain walks up to you and says: "A bad place, tis'. Where'd ya want to go ashore?"

- **Make a landing in the Old Port** – *You doubt you'll find any places more suited for mooring.* Go to Verse 5.
- **Sail north along the shore** – go to Verse 7.
- **Sail south along the shore** – go to Verse 3.

1

A large, unfamiliar structure looms in the mists, overlooking an old ceremonial route. To the south, piles of flotsam block access to the wharf.

Place a Time Token on the **"Mist-Covered Sea"** Location (**401**). Attach Location **410** (Votive Temple) to the bottom edge of Location **408** (Old Port). Then, choose one:

- **Make a landing in the Votive Temple** – *Parading in front of this dead city fills you with unease. You should probably make your choice soon.* Go to Verse 5.
- **Sail back to the Old Port** – Remove the Guardian Die from Location **401**. If there is one Time Token on this Location, go to Verse 2. If there are two (or more) Time Tokens on this Location, go to Verse 8.

2

"Captain, sail ahoy!" a sailor shrieks from the height of the foretop.

The news stirs everyone on the deck. It's hard to imagine anything but a ghost ship could frequent these waters. Your captain rushes immediately to the top deck, but even his ancient spyglass cannot find anything in the mists. In the end, he sends the sailor atop some vile curses and orders everyone to carry on their work.

You should be relieved, yet you can't shake off a feeling that something is looming in the mist.

If the Guardian Die on this Location shows North, go to Verse 6.

If the Guardian Die on this Location shows South, go to Verse 1.

If there's no Guardian Die on this Location, go to Verse 4.

3

Place a Guardian Die on this Location and set it to South (S).

If there are no Time Tokens on this Location, go to Verse 1.

If there's a Time Token on this Location, go to Verse 2.

If there are two (or more) Time Tokens on this Location, go to Verse 8.

4

You're back at the mouth of the city's main port. Now it feels a bit more familiar and less intimidating.

- **Make a landing in the Old Port** – go to Verse 5.
- **Sail north along the shore** – go to Verse 7.
- **Sail south along the shore** – go to Verse 3.

5

You make landfall in a creaky dinghy. Your oarsman returns the boat to the ship as soon as you step ashore.

The captain promised to wait for you and ferry you back on board if you signal him, but considering the hunger and anxiety aboard the vessel, this offer might not stand forever.

If there's no Guardian Die on this Location, place all Characters on the **"Old Port"** Location (**408**).

If the Guardian Die on this Location shows North (N), place all Characters on the **"Ramshackle Wharf"** Location (**405**).

If the Guardian Die on this Location shows South (S), place all Characters on the **"Votive Temple"** Location (**410**).

Then, go to Verse 9.

6

A long row of townhouses extends along the wharf, most of them half-collapsed. Old signs of merchant companies creak on the wind.

Place a Time Token on the **"Mist-Covered Sea"** Location (**401**). Attach Location **405** (Ramshackle Wharf) to the top edge of Location **408** (Old Port).

Then, choose one:

- **Make a landing on the wharf** – *Parading in front of this dead city fills you with unease. You should probably make your choice soon.* Go to Verse 5.
- **Sail back to the Old Port** – Remove the Guardian Die from Location **401**. If there is one Time Token on this Location, go to Verse 2. If there are two (or more) Time Tokens on this Location, go to Verse 8.

7

Place a Guardian Die on this Location and set it to North (N).

If there are two Time Tokens on this Location, go to Verse 8. Otherwise, go to Verse 2.

8

Go to:

9

CONGRATULATIONS! You've completed your Quest!

Discard the **"All Aboard!"** Secret card (**102**).

Gain the **"Fresh Blood"** Secret card (**105**).

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 1: Part 2** card.

Exploration ends.

402 Flotsam

You try to stand on something that looks like debris-covered ground, but it swallows you up to your waist. The smell coming from below makes your eyes water. You now see the area for what it is: a thick carpet of debris and rubbish, pushed by winds and tides into one of the corners of the city's port.

Only two places stand out in this patch of garbage: the bow section of a gilded wooden galley out at an odd angle, and a large buoy with a small, crooked shack on top of it.

- **Investigate the buoy** – go to Verse 5.
- **Get to the wreckage of the galley** – go to Verse 1.
- **Dig in the rubbish** – go to Verse 8.
- **Leave** – Exploration ends.

1

You plow through the rubbish, sometimes swimming, sometimes stepping on a patch of dry land – like the one you're currently on. It's covered in burlap cloth and rather treacherous – your feet slip on the jagged ground, and you nearly sprain your ankle. Then, you realize that you're walking on body bags made of sailcloth – full of casualties of the Red Death.

Each Party member gains 2. Each Party member with less than 4 panics and starts to drown, losing 2. Now, choose one:

- **Keep going to the wreckage** – go to Verse 3.
- **Turn back** – Exploration ends.

2

You investigate the scratches and see that some of them are emboldened and marked with circles – you see a pattern here: eight thin scratches, thick scratch, eighteen thin scratches, thick scratch, eight, one, eighteen, one and so on.

Gain the **"Perplexing Clues"** part **1** status, if you **don't have** it yet.

In the corner, hidden under tattered clothes, you find a toolbox: rusted, crude nails, a saw, pincers, hammers – all the equipment needed to build a shelter like this.

- **Ignore them** – go back to Verse 5 and make another choice.
- **Use the tools** (requires Secret card **120**) – go to Verse 10.

3

If you **have** the "Fomorians" part **1** status, go to Verse 11. Otherwise, read on:

The ship was destroyed with a volley of black, iron bolts – you shiver at the thought of machines capable of launching such long and heavy projectiles. But you're not here to wonder about the wreck's fate – you have to find something to increase your chances of survival. The deck is empty, but maybe there's something in the captain's cabin or lower levels?

- **Search the lower deck** – go to Verse 6.
- **Enter the captain's cabin** – go to Verse 9.

4

The writings suggest that the plague spread across the whole world from Camlann, the city of Arthur – but the king shared his plans of going to Avalon with other rulers and made his secure port district a rallying point for ships bound to leave with him. This galley carried the royal family from southern lands who wanted to join the evacuation fleet. The last entry speaks about the gargantuan, black frigate pursuing them.

If you **don't have** the **"Perplexing Clues"** part **10** status, each Character gains 1 Exp. Then, gain the **"Perplexing Clues"** part **10** status.

If you're playing **Naazer**, go to Verse 12. Otherwise, Exploration ends.

5

Someone built a wooden shelter atop the buoy. Climbing it isn't easy, as it sways under your weight, but you finally manage. Inside the bobbing shack you find a desiccated corpse, grasping onto a small box. The occupant of this refuge made countless scratches on plank walls, probably counting days – they must have been here for a very long time.

- **Break out the box** (pay 1) – go to Verse 7.
- **Search the inside of the shack** – go to Verse 2.
- **Turn back** – Exploration ends.

6

If you **have** the **"Trinket and Baubles"** part **2**, there's nothing more here; Exploration ends. Otherwise, read on:

You descend into the broken hull, trying not to slip into the cold and dark abyss. There are several scrolls written in an unfamiliar language – definitely magical, as they would be decayed otherwise. As you inspect them, the water next to you explodes, and a gigantic creature, resembling a crab, emerges.

Gain 3 Magic and the **"Trinkets and Baubles"** part **2** status. Resolve the **"Benthic Crawler"** purple Encounter (Difficulty 4). Regardless of the result, Exploration ends.

7

The box contains human ashes and a handful of small teeth.

Go back to Verse 5 and make another choice.

8

You dig through the city filth that amassed over the years – and you find nothing more than dirt and bones.

Each Party member loses 1 . Gain 1 Miasma.

Exploration ends.

9

You see glimpses of gold under the barnacles. When you scrape them off, you find old nautical instruments. In a decayed desk, you find a slightly damp logbook written in a strange, snaky alphabet.

If you **don't have "Valuables"** part **1** status, gain Secret card **103**, 2 Wealth, and the **"Valuables"** part **1** status. Then, choose one:

- **Read the document** (requires **Naazer**) – go to Verse 4.
- **Use magic to decipher the document** (pay 4 Magic) – go to Verse 4.
- **Get back on the deck** – go to Verse 3.

10

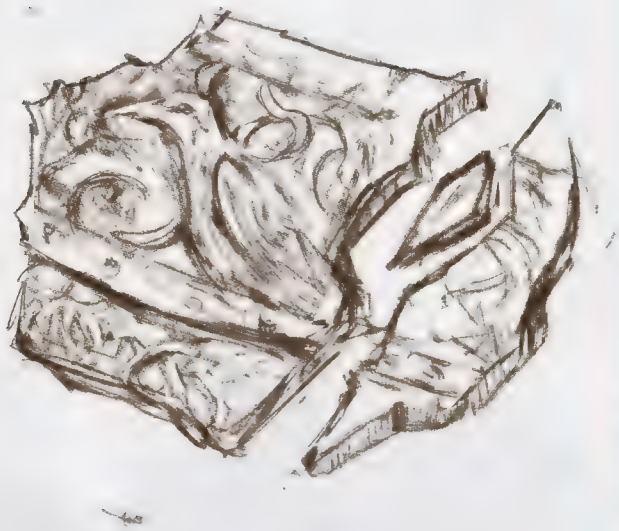
You're almost sure that you can take off the mask using these tools. But one thing is certain – it would be painful.

- **Step away** – go to Verse 5.
- **Tear them off!** (requires all Characters) – go to Verse 13.

11

Black, iron bolts stick out of the wreck's shattered hull – the same fate that befell your ship. The galley was certainly a larger vessel than yours, and you find it unsettling that Fomorians could still sink it using their ballistae. You ignore the creeping fear and look around – the deck is empty, but maybe there's something in the captain's cabin or lower levels?

- **Search the lower deck** – go to Verse 6.
- **Enter the captain's cabin** – go to Verse 9.



12

You realize that the royal family the logbook speaks of was your queen's. And they set off on the journey not so long after you landed on Avalon with King Arthur. It's hard for you to muster any pity for her – she was a ruthless tyrant who imprisoned and tortured your dearest friend for speaking the truth. But you also have something to thank her for – if she hadn't forced you to flee your empire, you would most likely have been killed by the plague or drowned on this ship.

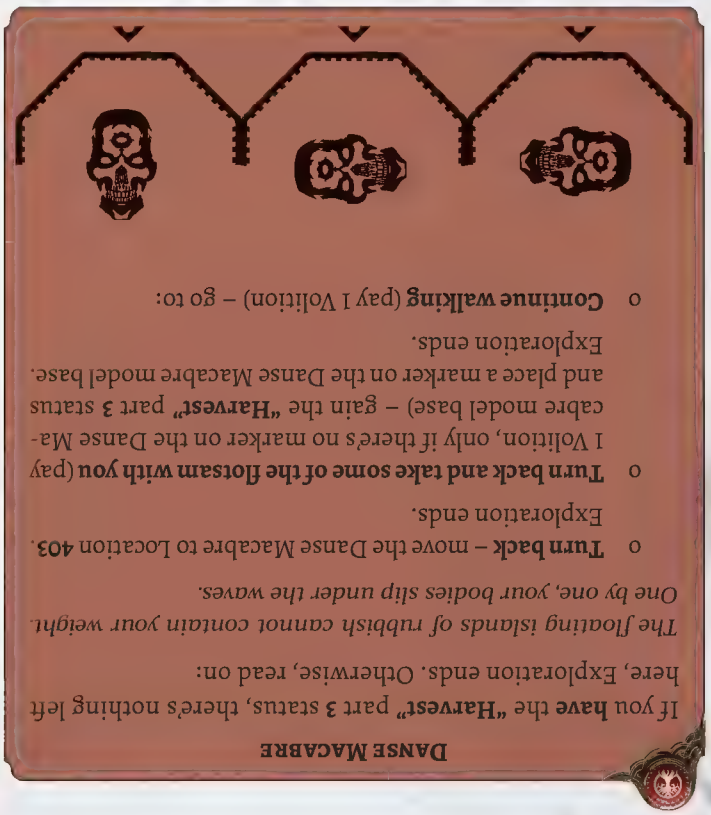
Exploration ends.

13

Each Character gains 1 and loses 4 , reduced by your . Then, each Character discards Secret card **120**.

If you **don't have** Secret card **101**, don't have Secret card **120**, and don't have Secret card **109**, go to:

Otherwise, Exploration ends.



DANSE MACABRE

If you **have** the **"Harvest"** part **3** status, there's nothing left here, Exploration ends. Otherwise, read on:

The floating islands of rubbish cannot contain your weight. One by one, your bodies slip under the waves.

- **Turn back** – move the Danse Macabre to Location **403**. Exploration ends.
- **Turn back and take some of the flotsam with you** (pay 1 Volition, only if there's no marker on the Danse Macabre model base) – gain the **"Harvest"** part **3** status and place a marker on the Danse Macabre model base. Exploration ends.
- **Continue walking** (pay 1 Volition) – go to:

403 Shanty Town

Red banners flapping in the wind and the smell of rot don't make this slum any more inviting than it was in Arthur's times. Still, there are many small workshops, shabby taverns and junk stores here that may come in handy, if you're looking for something specific.

- **Look for the necessary tools** (requires Secret card **120**) – go to Verse 1.
- **Search the area** – go to Verse 2.
- **Have a drink in an abandoned tavern** (pay 2) – go to Verse 4.
- **Leave** – Exploration ends.

1

You find a ramshackle smithy, then a carpentry workshop – but no matter how long you search, you find nothing. Previous scavengers have been very thorough, removing everything that wasn't nailed down. The dirty, slightly charred floor bears slimy footprints, which lead toward a floating island made of rubbish down in the cove.

New Task: Locate the tools.

Exploration ends.

2

If you're playing **Ailei** or **Duana**, and you **don't have** the **"Trinkets and Baubles"** part **5** status, go to Verse 7. Otherwise, read on:

The area seems thoroughly searched and looted. Yet, you think that if you spend enough time here, you might dig up something interesting.

Pay any number of and place that many Time Tokens on this Location card. Then, go to Verse 5.

3

If you **don't have** the **"Valuables"** part **2** status, gain one non-Companion Item, 2 Wealth, and the **"Valuables"** part **2** status.

Remove all Time Tokens from this Location. Exploration ends.

4

If you **have** the Miasma card and if your Miasma is:

- Low – go to Verse 9,
- Medium – go to Verse 8,
- High – go to Verse 6.

Otherwise, Exploration ends.

5

Digging through the rubbish is discouraging, but you decide it would be worth your time – but how much time?

If there are no Time Tokens on this Location, you find nothing, Exploration ends.

If the number of Time Tokens on this Location is equal to or lower than the number of Characters in play, go to Verse 3.

If there are more Time Tokens on this Location than the number of Characters in play, go to:

6

The tavern is full of drunk people – dancing, singing, drinking, and playing dice. You approach the building with caution, as so much liveliness in this city can mean only trouble. But then, you are caught in the overwhelming joy, and you step inside. And notice that it's not good at all – the people there are all spirits.

If you're playing **Niamh** and you **don't have** the **"Unique Perspective"** part **2** status, go to Verse 11. Otherwise, choose one:

- **Join them** – *Spirits or not, they know how to have fun!* Go to Verse 10.
- **Leave this haunted place** – go back to the start of this Location and make another choice.

7

You enter a gloomy shanty, smelling of rotten plants – it's something you need. Bundles of mildewed herbs hang from the ceiling – you recognize some of them, and fortunately, despite the mold, you think they are still usable.

If you **don't have "Trinkets and Baubles"** part **5** status, gain the **"Wayfarer's Leaves"**, **"Third Eye"** and **"Healing Extract"** Items. Then, gain the **"Trinkets and Baubles"** part **5** status. Exploration ends.

8

You sit by the greasy table and put your cheeks against its top. You're too tired to stand up and look for a drink, but you've come here for that, right? Suddenly, a rumble wakes you from incoming slumber. You look around and see juddering chairs, hear laughter, and smell rotten beer.

You leave this place immediately.

Exploration ends.

9

You sit in an empty tavern your fingers uncover a greasy paste of ancient lard and dirt under a layer of dust on a rickety table. In the storeroom, you find a barrel of rum the reason you entered this place.

The first drink is awful they say rum doesn't spoil over time, but this specific one reeks of miasma. But the fifth drink is just fine. And the tenth is great!

Each Party member loses 1 and gains 1 . Then, gain 1 Miasma. Exploration ends.

10

You submerge yourself in the atmosphere of this out-of-the-way tavern, and soon forget about this damned city and the impossibility of your quest (and also the fact that the other patrons around you are all dead). You drink, chat, play and you're delighted.

You're dragged into a drinking contest you don't mind. Then, you lose track of time, but when you wake up, there's a spectral companion by your side, and a strange item you won in some wager in your sack. Also, your head hurts like hell.

Each Party member loses 3 reduced by their and loses 1 . If you don't have the **"Valuables"** part **3** status, gain 1 Companion Item, 1 Ancient Item, and this status. Exploration ends.

11

"Niamh?! Come here, you sly gal!" one of the ghosts shouts. "I forgive you for seducing my man and for cheating at dice. We're all dead here, so we could at least have a drink and immerse in memories of the better world!"

You're shocked by all the memories of the ghost's husband and this particular tavern, where you spent countless evenings. They were rather nice if you don't count hangovers or lost brawls. Despite obvious dangers, you join the ghost and abandon yourself in memories and rum.

Gain the **"Unique Perspective"** part **2** status. **Niamh** gains 1 Exp and loses 2 . Exploration ends.

DANSE MACABRE

If you **have** the **"Harvest"** part **2** status, there's nothing left here, Exploration ends. Otherwise, read on:

NARROW! TOO NARROW TO DANCE! TURN BACK! The crooked shacks and slums should be easy enough to dismantle. The vast sea stretches on the horizon.

- **Leave** – Exploration ends.
- **Take the bricks and the wood from the shacks** (pay 1 Volition, only if there's no marker on the Danse Macabre model base) – gain the **"Harvest"** part **2** status and place a marker on the Danse Macabre model base. Exploration ends.
- **Direct the Dance to throw itself into the ocean** (pay 1 Volition) – go to:

405 Ramshackle Wharf

The houses of this commercial wharf form a straight line, presenting their beautiful facades to the sea. But what once was a perfect wall of buildings now resembles a line of tired soldiers: some half-collapsed, some leaning on one another.

The signboards creak in the wind, advertising long-gone shipping companies, taverns, warehouses, and sailmakers' workshops.

- **Search the main street** – go to Verse 2.
- **Check the warehouses at the back** – go to Verse 10.
- **Look for a fishing net** (requires the **"Urban Foraging"** part **1** status) – go to Verse 14.
- **Signal your ship and come aboard** (only if you **don't have** the **"Fomorians"** part **1** status) – go to Verse 20.
- **Leave** – Exploration ends.

1

You rummage through the leftovers, looking for something useful.

If there are no Time Tokens on this Location, you find nothing, Exploration ends.

If the number of Time Tokens on this Location is at least 1 (but not higher than the number of Characters in play), go to Verse 16.

If the number of Time Tokens on this Location is higher than the number of Characters in play, go to:

2

If you **have** the **"Picts"** part **1** status, go to Verse 4. Otherwise, go to Verse 7.

3

The doors were smashed from the inside. When you lift one of their wings from the ground, you see an inscription: "Don't open! Dead inside!"

Place a red marker on this Location. Go to Verse 10.

4

Signboards hang on rusted chains – ghastly shop criers, encouraging you to step in with their creaking voices.

- **Leave** – Exploration ends.
- **Search through the wares** – Pay any number of and place that many Time Tokens on this Location card. Then, go to Verse 1.
- **Look for some clothing** (requires Secret card **109**) – go to Verse 17.
- **Inspect a butcher's shop** (requires **Dagan**) – go to Verse 19.
- **Visit a ruined bookstore** – go to Verse 18.

5

You can't identify the substance on the walls, but the scene seems like something exploded here.

Place a red marker on this Location. Go to Verse 10.

6

The net falls to the ground under the weight of its cargo – the part that remains attached tugs the wooden support and rips it from under the roof. The construction collapses, burying you under the rubble. Soon, you emerge from the ruins with the prize in your hands – a large, sturdy net you paid for with bruises and blood.

Each Party member loses 5 reduced by their . Each Party member loses 1, gains 1 Exp and the **"Urban Foraging"** part **3** status.

Exploration ends.

7

You kick through the door to subsequent workshops just to find most of them are empty or ruined. You stop, startled, when the next door opens, and you catch a glimpse of green eyes under the thick hair of a blue-painted girl. She almost looks like the Picts, a barbarian tribe that defied Arthur and stayed in Homelands, if not for a disturbing, red growth coming from the nape of her neck, that looks almost like the external lungs of an axolotl.

She winces at the sight of you and starts fleeing through rubble-strewn streets.

Gain the **"Picts"** part **1** status, and choose one:

- **Shout out to her** – *Will this wild thing understand the language of Avalon?* Go to Verse 13.
- **Give chase** (lose 1 per Party member) – go to Verse 11.
- **Ignore her and continue searching the street** – go to Verse 4.
- **Ignore her and search for the fishing net** (requires the **"Urban Foraging"** part **1** status) – go to Verse 12.

8

The net falls to the ground. The crash deafens you for a moment. Barrels breaks, spilling their reeking contents around. You have to clear the area before you retrieve the net.

Each Party member loses 1, gains 1 Exp and the **"Urban Foraging"** part **3** status.

Exploration ends.

9

Go to:

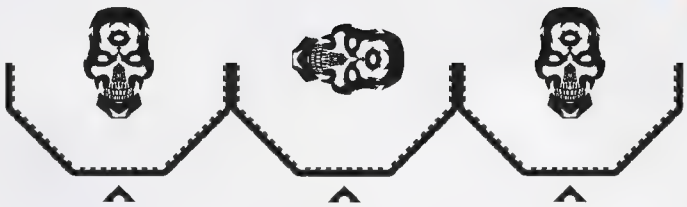
10

Ramshackle shacks and small warehouses loom at the back of the street. Most are in ruins, but one, a large store, stands proudly between them. Its double doors lie on the ground, and its walls are slightly charred and sprayed with something dark.

- **Inspect the collapsed door** – go to Verse 3.
- **Inspect the walls** – go to Verse 5.
- **Inspect the inside of the warehouse** – go to Verse 9.
- **Leave** – remove all red markers from this Location. Exploration ends.

11

Go to:



12

If you **have** the **"Urban Foraging"** part **3** status, this place is empty and the Exploration ends. Otherwise, read on:

You find a strong fishing net stretched under the roof of a dusty warehouse. It's attached to two wooden supports of the first floor and carries countless heavy chests and barrels.

- **Cut it off on one side** – go to Verse 6.
- **Cut it off on both sides at the same time** (requires two Characters or a Character with a Companion Item) – go to Verse 8.
- **Remove the crates, then unbind the net** (pay 2 per Character) – *This will take some really hard work.* Go to Verse 15.

13

She ignores you and disappears into the narrow alleys.

- **Give chase** – place a Quest Token on this Location and go to Verse 11.
- **Ignore her and continue searching the street** – go to Verse 4.
- **Ignore her and search for the fishing net** (requires the **"Urban Foraging"** part **1** status) – go to Verse 12.

14

If you **have** the **"Picts"** part **1** status, go to Verse 12. Otherwise, go to Verse 7.

15

It's boring and exhausting work, but soon the net is yours.

Each Party member gains 1 Exp. Gain the **"Urban Foraging"** part **3** status.

Exploration ends.

16

If you **don't have** the **"Plunderer"** part **6** status, gain one non-Companion Item, 2 Wealth, and the **"Plunderer"** part **6** status.

Remove all Time Tokens from this Location. Exploration ends.

17

You enter a seamster workshop, full of moth-tainted cloth. One pile seems rather promising, but when you touch it, you discover it's the lair of a cat-like creature. The enraged animal lashes its claws at you.

Resolve the **"Catling"** green Encounter.

If you lose or Escape – Exploration ends. Otherwise, read on:

Fabrics are destroyed by moths and catling's claws – they also reek of urine.

Exploration ends.

18

Inside this small store at the end of the wharf you see rows upon rows of tomes in moldy leather bindings. You open one and you're surprised to find it was not handwritten, but rather pressed from a wooden printing plate. The handwritten vellum scrolls that were in use in Avalon when you left are truly a step down from this miraculous technology.

- **Leave** – go back to Verse 4.
- **Peer over the books** (pay 4 reduced by your – but no less than 1) – go to:

19

The stench is unbearable – miasma stopped the rotting process of flesh midway, and the air is heavy with vapors and irritating flies. But one thing catches your attention: hooks with dried and smoked meat. You examine them with your practiced eyes, and notice most have gone bad. Except for one ham, the size of your thigh – it smells perfect. Its surface is hard as a stone, curing in the miasma for hundreds of years, but once you cut through this crust, you find deep red, tasty flesh. What a treasure!

If you **don't have** the **"Unique Perspective"** part **3** status, gain 4 **Food** and this status. Exploration ends.

20

Go to Verse

DANSE MACABRE
The enchantment is so steep and tempting. NO! LIAR! THERE'S NO MUSIC UNDER THE SEA!
o Leave – Exploration ends.
o Direct the Dance to throw itself into the ocean (pay 1 Volition) – go to:

406 Crooked Heap

In its day, the port district would have been considered "lively". That's not exactly a word you'd use now. Built on a steep slope, the wooden houses of this part of town are one or two stories high on one end, only to turn into towering walls of wood on the other. The slope itself is riddled with small, reinforced doors – the denizens of this district must have dug some homes or cellars directly in the bedrock of the city.

If you **have** the **"Picts"** part **1** status, **don't have** the **"Picts"** part **2** status AND you **don't have** the **"First Contact"** part **1** status, go to Verse 3. Otherwise, choose one:

- **Look through the cellars** – go to Verse 2.
- **Search the place of your awakening** (requires the **"Saved"** status) – go to Verse 6.
- **Look for some clothing** (requires Secret card **109**) – go to Verse 5.
- **Leave** – Exploration ends.

1

Roll a die, adding your and . Check the total below:

1-2 – *You enter a narrow alleyway completely blocked by a giant, snail-like creature.* Resolve the **"Miasmatic Slug"** gray Encounter. Regardless of the result, Exploration ends.

3-5 – *The moss-covered stones and decaying ruins tell you nothing.* Exploration ends.

6+ – *She certainly knows how to disappear, but a single hair or a piece of a footprint in the mud between cobblestones is all you need.* Place a Quest Token on this Location. If there are two or more Quest Tokens here, go to Verse 7. Otherwise, Exploration ends.

2

Roll a die and check the result below:

1 – *You break the sturdy, small door only to discover that the room on the other side is occupied by a giant, snail-like creature.* Resolve the **"Miasmatic Slug"** gray Encounter. If you win, gain 1 Wealth. Exploration ends.

2-3 – *Empty, looted cellars. The smell of death surrounds you.* Exploration ends.

4 – *A shriveled cadaver still hugging a small lockbox filled with silver and jewelry.* Gain 3 Wealth. Exploration ends.

5 – *Long time ago, someone set up a mushroom farm in this damp, vast cellar. Surprisingly, the fungi still grow here – they look edible, if you manage to ignore their vile smell.* You may choose to gain 1 Miasma to gain 3 Food. After that, Exploration ends.

6+ – *An underground safe room with several morbidly thin bodies covered in rags, some bearing signs of cannibalism. The last of them left a message on the wall: "Held for 398 days, but the meat is going bad. The music's back, and I hear my name in the words they sing. Farewell." Among the remains, you find an old, fascinating object.* If you **don't have** the **"Pillager"** part **2** status, gain 1 Ancient Item and the **"Pillager"** part **2** status. Exploration ends.

3

You find a few footsteps in the mud, but they disappear soon. The trail is cold. You wonder if you could find the Pict in this mass of crooked buildings.

- **Methodically search the area** – go to Verse 1.
- **Give up for now** – Exploration ends.

5

The area is damp, and the buildings are made of wood – not the best conditions to keep cloth in good condition. Fabrics you find are covered in mold and tear under the slightest touch. When you end the fruitless search, you feel sticky spores inside your nose, throat, and lungs – you fear it might be dangerous.

Gain 1 . Exploration ends.

6

If you **have** the **"First Contact"** part **3** status, you fail to find any more clues. Exploration ends. Otherwise, read on:

A careful inspection of the alleyway you awoke in shines some more light on the events that led up to this moment.

Gain the **"First Contact"** part **3** status.

If you **have** the **"First Contact"** part **1** status, go to:

If you **have** the **"First Contact"** part **2** status, go to:

Otherwise, Exploration ends.

7

Go to:

407 Penance Grounds

Once, this place was a port district park, surrounded on three sides by elegant townhouses, and ending with a wide flight of stairs up the steep cliff, leading to the upper plazas of the city. The grizzly transformation that took place here is more startling than anything you've seen in the city so far. The trees were cut and turned into rows of sharpened stakes. Hundreds of shriveled human bodies are impaled on them a field of quivering, moaning, half-dead creatures that still somehow move.

If you **don't have** Secret card **115**, and there's no Time Token on this Location, each Party member gains 1.

If you **don't have** the **"Perplexing Clues"** part **4** status, go to Verse 12. Otherwise, choose one:

- **Approach the moaning creatures** – go to Verse 1.
- **Leave this ungodly place** – Exploration ends.

1

If you **have** the Miasma card and if your Miasma is:

- Low – go to Verse 2,
- Medium – go to Verse 6,
- High – go to Verse 10.

If you **don't have** the Miasma card yet, go to Verse 2.

2

Suffering creatures raise their heads slowly as you approach. The moaning gets stronger. You see that some of them have their hands free, but do nothing to get away.

- **Free one of the creatures** (pay 1) – *But why would you do that?* Go to Verse 7.
- **Wander between the stakes** – go to Verse 3.
- **Leave** – Exploration ends.

3

If you're playing **Chapter 2**: **Part 2** or later, go to Verse 9. Otherwise, read on:

One of the people, her muscles straining each time she moves and she moves constantly is entirely focused on sawing through the stake with the chain that constricts her. But she's a wreck of a human, and she's weak. You wonder if she could escape in a hundred years at this rate.

Gain the **"Perplexing Clues"** part **9** status. Go to Verse 1.

4

If you're playing **Chapter 2**: **Part 2** or later, go to Verse 5. Otherwise, read on:

"A... real human! You can die! Why don't you die and do yourself a favor?" You are speechless you don't know how to respond to these words. "Leave until you're bound to life, like us. Or become one with us and join the procession. Now, go!"

You leave the plaza with a hazy mind.

Gain the **"Perplexing Clues"** part **6** status. Exploration ends.

5

If you don't have the **"Perplexing Clues"** part **6** status, go to Verse 11. Otherwise, read on:

"You again? You danced with us, I can see it in your eyes, in the trembling of your hands. How could you leave after such a long time? Traitor! You've betrayed the Red Empire! BEGONE," the man shouts, his voice echoing in your mind as you flee.

Each Party member gains 1. Exploration ends.

6

People raise their heads slowly as you approach. „Leave," you hear in their moaning. „We suffer." „Human?" „Twenty more." „The music...The MUSIC!"

You see that some of the penitents have their hands free, but do nothing to get away. You try speaking with them, but only nonsense leaves their mouths.

- **Free an emaciated man** (pay 1) – *But why would you do that?* Go to Verse 7.
- **Wander between the stakes** – go to Verse 3.
- **Leave** – Exploration ends.

7

The man you free slumps to the ground, and then hugs the stake. He looks at you silently with blood-shot eyes you feel his anger and helplessness. When you try to help him stand, he clings to the post even stronger.

If you **don't have** the **"Perplexing Clues"** part **8** status, each Party member gains 2 Rep and 1 Exp. Gain the **"Perplexing Clues"** part **8** status.

Exploration ends.

8

There is nothing more than a sea of suffering, apathetic creatures.

Go to Verse 1.

9

If you don't have the **"Perplexing Clues"** part **9** status, go to Verse 8. Otherwise, read on:

The stake is cut in half – and you can't see the woman anywhere. It seems you underestimated her. How much time exactly has passed since the last time you were here?

Each Party member gains 1. Gain the **"Tides of Time"** status. Go to Verse 1.

10

Suffering people raise their heads slowly as you approach. "Leave, you don't belong here," one of them says. "We have to suffer," says another. "Are you... a human?" – you hear a question. "Three hundred more great rounds, and I'll rejoin the procession." You ask the penitents with their hands free why they don't try to get away – they say that they have to wait here.

- **Speak with an emaciated man** – go to Verse 4.
- **Wander between the stakes** – go to Verse 3.
- **Leave** – Exploration ends.

11

"A... real human! You can die! Why don't you die and do yourself a favor?" You are speechless – you don't know how to respond to these words. "Leave until you're bound to life, like us. Or become one with us and join the procession. Now, go!"

You leave the plaza with a hazy mind.

Exploration ends.

12

You walk between the moaning creatures, when a strange sound comes echoing from afar. Is it... music? The creatures suddenly stir, tugging at their chains and trying to rip themselves off the poles. Several loud wails assault your ears, and you realize those trapped here would do everything they could to follow this discordant sound of pipes and drums – but they do not move towards it, though bound only by flimsy ropes.

Soon, the sound disappears, wandering off into the city. The bodies go quiet again.

Gain the **"Perplexing clues"** part **4** status. Place a Time Token on this Location. Go back to the start of this Location.

DANSE MACABRE

If you **have** the **"Harvest"** part **5** status, there's nothing left here. Exploration ends. Otherwise, read on:

The bodies of the penitents squirm as your procession walks past them. SILENCE, FILTH! IT'S NOT YOUR TIME YET TO FOLLOW THE GLORIOUS MUSIC!

- **Leave** – Exploration ends.
- **Free the penitents** – go to:

The port is the gaping mouth of the ruined city, breathing out mist, and extending its many tongue-like stone piers. The silence and calmness of this place is eerie. The only sound you hear is the wind tugging at long, red banners hung from the buildings.

Tall stockades block all access routes to the port. At the far end of many piers, chests and coffers pile up high. You've heard that the last people to leave the city were forced to abandon all their possessions, and it seems no one took interest in them to this day. You can't help but wonder what valuables might still be inside.

- **Look for the port administration building** – go to Verse 9.
- **Examine the stockades** – go to Verse 4.
- **Check the chests and coffers** – go to Verse 8.
- **Look for some clothing** (requires Secret card **109**) – go to Verse 13.
- **Look for a boat** (requires **"Urban Foraging"** part **1** status) – go to Verse 2.
- **Use the boat and the net** (requires the **"Urban Foraging"** part **2** status, and either the **"Fishing Net"** Item or the **"Urban Foraging"** part **3** status) – go to Verse 16.
- **Signal your ship and come aboard** (only if you **don't have** the **"Fomorians"** part **1** status) – go to Verse 10.
- **Leave** – Exploration ends.

1

The stairs leading up are collapsed. Someone intentionally destroyed the supports to cut the second floor off.

If you **have** the **"Plunderer"** part **5** status, go to Verse 5.

Otherwise, go to Verse 3.

2

No boat remained in port unsurprisingly, as people fled Camlann on anything that could float. But, as you rest by one of the crude stockades, you notice the prow of a small rowboat jutting out from many other objects and items incorporated into the structure.

- **Pull out the boat by force** (requires at least 5) – go to Verse 15.
- **Drag the boat out with winches and pulleys** (requires at least 5) – go to Verse 15.
- **Disassemble the stockade** (Pay 1 per Character) – go to Verse 14.
- **Leave** – go back to the start of this Location and make another choice.

3

A roar just behind your back! You turn around just in time to see a huge pile of diseased flesh.

Resolve the **"Plaguebeast"** gray Encounter (Difficulty 5). At the start of this Combat, each Character with less than 4 draws only 1 card. If you win, gain the **"Plunderer"** part **5** status and go to Verse 5.

Otherwise, Exploration ends.

4

There's more than one ring of fortifications around the port. The first barricades, raised across all streets leading down to the port, were large and sturdy, made of stone from townhouses leveled for this purpose. Then, there's another makeshift stockade within the port. And, finally, on the piers themselves, where piles of wood, boat hulls, and debris mark the final line of defense.

It seems obvious that the defenders were slowly losing ground, being pushed into the sea. But by what? And why despite all signs of battle is there not a single body in sight?

Each Character with 2 or more gains 1 .

If you **don't have** the **"Perplexing Clues"** part **2** status, each Character gains 1 Exp. Gain the **"Perplexing Clues"** part **2** status. Exploration ends.

5

You think you could use the wooden rubble to make a climbable slope to the second floor.

- **Climb up** (pay 1 per Party member) – go to Verse 6.
- **Build a makeshift ladder** (requires at least 4) –go to Verse 6.
- **Leave** – Exploration ends.

6

You're in an office paved with fluttering papers and books. Wind and looters have made this place an unusable mess.

Roll a die, adding your and the number of Quest Tokens on this Location:

1-6 – *A long dig through this bureaucratic mess yields nothing of interest.* Place a Quest Token on this Location. You may Pay 1 to go back to the start of this Verse and roll again. Otherwise Exploration ends.

7+ – Remove all Quest Tokens from this Location and go to:

7

If you **have** the **"Plunderer"** part **5** status, you find nothing – go to Verse 5. Otherwise, read on:

Broken chairs, old scales, crumpled papers – the heap contains every kind of junk. Then, you notice movement – and the heap stands up, oozing dread and a foul smell.

Resolve the **"Plaguebeast"** gray Encounter (Difficulty 5). At the start of this Combat, if there is a Time Token in this location, each Character with less than 5 draws only 1 card.

After the Encounter, gain the **"Plunderer"** part **5** status and go to Verse 5.

8

If you **don't have** the **"Urban Foraging"** part **1** status, go to Verse 11. If you **have** this status, read on:

From the gilded coffers of the rich, to the burlap sacks of the poor – the belongings and mementos of thousands of people lie piled up at the ends of the piers. Digging through all of them would take weeks, so you only manage to open several of the closest pieces.

Roll a die and check your result:

1 – *Bags filled with food rations, rotten through and through.* Exploration ends.

2 *A leather sack with some interesting items inside.* If you **don't have** the **"Plunderer"** part **1** status, gain 2 non-Companion Items and the **"Plunderer"** part **1** status. Exploration ends.

3-4 *A wooden box of hardtack. Even after all this time, it appears edible!* If you **don't have** the **"Plunderer"** part **2** status, gain 2 Food and a **"Plunderer"** part **2** status. Exploration ends.

5 *Old trinkets and heirlooms, some of them magical.* If you **don't have** the **"Plunderer"** part **3** status, gain 3 Magic and a **"Plunderer"** part **3** status. Exploration ends.

6+ – Go to Verse 12.

9

The two-storied building is half-collapsed, but it still looks better than the surrounding constructions – its walls are plastered and painted red, and damaged stone stairs lead to the large main door.

In the spacious, dark interior, you see a heap of... something in the far corner, and damaged stairs in front.

- **Inspect the debris** – go to Verse 7.
- **Go up** – place a Time Token on this Location and go to Verse 1.
- **Leave** – go back to the start of this Location and make another choice.

10

Go to Verse

11

As you walk down the pier, you notice schools of fish joyfully swimming under the water – they don't mind your company at all. Years without humans have made them oblivious to the dangers you pose to them – if you had a boat and a fishing net, you could probably live off the sea for a very long time.

Gain the **"Urban Foraging"** part **1** status.

New Task: Locate a fishing boat and fishing nets.

Go to Verse 8.

12

You find a promising, thick oaken coffer with an ornate padlock that looks like something a wealthy merchant would own. With some well-placed blows of your weapon, you destroy the padlock and open the coffer, only to be instantly overwhelmed by the smell of death.

Inside the coffer, two small skeletons, still covered in strips of dried flesh, are entwined in an eternal embrace. Judging from the size of their bones, they belonged to a pair of children.

You try to tell yourself they were probably dead when the owner of the coffer tried to haul them on board, but a more horrid scenario immediately becomes apparent: the guardian or par-

ent tried to smuggle these two on board, but was separated from the luggage, leaving them to a slow death from thirst or asphyxiation.

If you **don't have** the **"Grim Discoveries"** part **1** status, each Party member gains 1 for every two points of their . Gain the **"Grim Discoveries"** status.

Exploration ends.

13

While you're busy searching the buildings, you fail to notice a Pictish scout who creeps up to you cautiously. But, when you turn around naked, wearing only the iron mask the scout escapes, mistaking you for one of the beasts that prowl these ruins.

If you **don't have** the **"Odd Incindents"** part **1** status, each Party member loses 1. Then, gain the **"Odd Incidents"** part **1** status.

Exploration ends.

14

As you begin to take apart the structure, something falls out of it burlap sacks of dead bodies. Foul vapors envelop you, but you have no other choice but to continue your work.

Increase your Miasma by 2. Go to Verse 15.

15

It takes some time, but you finally have a boat!

Gain the **"Urban Foraging"** part **2**, if you **don't have** it yet.

If you **have** the **"Urban Foraging"** part **3** status, go to Verse 16.

If you **have** the **"Fishing Net"** Item, go to Verse 17.

Otherwise, go to:

16

If you **don't have** the **"Urban Foraging"** part **3** status, go to Verse 17.

If you're playing **Chapter 1**: **Part 2**, go to:

Otherwise, go to:

17

You try to catch something with your small net, but it's too damaged, and the holes in the netting are too large, causing most of the fish to slip through. You need something larger and sturdier, like the nets sea fishermen use.

Go to:

DANSE MACABRE

If you **have** the **"Harvest"** part **4** status, there's nothing left here, Exploration ends. Otherwise, read on:

Climbing over the spiky stockades is difficult. Your bodies stumble many times.

- **Leave** – Exploration ends.
- **Dismantle the barricades and carry their parts** (pay 1 Volition, only if there's no marker on the Danse Macabre model base) – gain the **"Harvest"** part **4** status and place a marker on the Danse Macabre model base. Exploration ends.
- **Direct the Dance to throw itself into the ocean** (pay 1 Volition) – go to:

410 Votive Temple

This place shouldn't exist. The enormous, white temple, with a long ceremonial staircase leading into the waters of the bay, defies everything you've learned about this city in preparation for your mission.

An entire block of houses was meticulously leveled to make way for this ivory monstrosity and its garden. The dome of the temple, adorned with a lookout point, resembles a giant mushroom bulging out of the city ruins.

- **Enter the temple** – go to Verse 3.
- **Search the temple grounds** – go to Verse 4.
- **Signal your ship and come aboard** (only if you **don't have** the **"Fomorians"** part **1** status) – go to Verse 9.
- **Leave** – Exploration ends.

1

While you're busy systematically dismantling the structure, something moves under the benches. Suddenly, a small, misshapen figure skitters toward the temple gates and escapes before you can react. You continue your work – and finally, find the creature's lair, full of fetid cloth, excrements, and – for some mysterious reason – piles of human teeth.

Each Party member with less than 3 gains 1. Each Party member gains 1 Exp. Gain the **"Perplexing Clues"** part **3** status.

Exploration ends.

2

Go to:

3

When you enter the temple, you have a strange feeling that it's even bigger than from the outside – columns are taller than trees, naves wider than the largest roads you've ever seen. However, this grandiose interior is somewhat spoiled by upturned benches, and old blood that taints the white floor.

- **Search the north transept** – *Wooden benches are piled up high there.* Go to Verse 5.
- **Search the south transept** – *It's eerily quiet.* Go to Verse 8.
- **Inspect the wall paintings** – *They line both walls of the temple and seem to show some disturbing scenes.* Go to Verse 10.
- **Climb the dome** (pay 1 per Party member) – *There must be a way to reach the lookout point on the dome that you saw from outside.* Go to Verse 6.
- **Inspect the presbytery** – *That's where the sacred relics are usually kept.* Go to Verse 12.
- **Leave** – Exploration ends.

4

Roll a die and add your . Then, check the result below:

1-5 – *Wild gardens. Dried-up fountains. Silent buildings. You find nothing of interest.* Exploration ends.

6+ – Go to:

5

If you **have** the **"Perplexing Clues"** part **3** status, there's nothing more to find here; go back to Verse 3 and make another choice. Otherwise, read on:

Benches here form a high stockade, resembling a beaver lodge. You can't progress until you dismantle this barricade carefully, as it could crush you if toppled.

- **Dismantle the structure** (Pay 1) – go to Verse 1.
- **Go back to the center of the temple** – go to Verse 3.

6

You find a small iron door and, behind it, a narrow, spiral staircase. There are no windows here, so you climb in the darkness. Soon, the air becomes putrid and you come across a swollen body, lying across the stairs.

- **Carefully step over the body** – go to Verse 7.
- **Attack the body** – *You're pretty sure you saw it move.* Go to Verse 11.
- **Turn back** – go back to Verse 3 and make another choice.

7

Roll a die, adding your and . Then, check your result:

1-7 – *Trying to get past the obstacle, you lose your balance and step on the cadaver's bloated hand.* Go to Verse 11.

8-9 – *Despite your best efforts, your foot touches the cadaver's bloated belly. The body twitches, but then becomes still again.* Each Party member gains 1. Then, go to Verse 13.

10+ – *You manage to walk over the obstacle safely.* Go to Verse 13.

8

The first transept is silent and empty only a few empty kneelers in front of the forgotten gods. Then, you notice a sole desiccated corpse on one of them, a thick layer of dust covering its bowed head.

If you **have** the **"Forgotten Curios"** part **4** status, there's nothing to find here. Exploration ends. Otherwise, read on:

Plundering a temple doesn't feel right, but you explain to yourself that it's not dedicated to any of your gods. You leave the area with remorse, but also richer with several prayer books adorned with pure gold.

Gain 2 Wealth and the **"Forgotten Curios"** part **4** status. Exploration ends.

9

Go to:

10

Walking along the long line of resplendent murals lets you experience all the horrors of the plague you've heard about on Avalon. The piles of bodies turned into bloodied rags by the Red Death. Young and old alike, tossed into communal graves. Families and communities torn asunder. People fleeing the city by boat or by horse. Finally, Arthur and his first fleet leaving the doomed city and setting sail for Avalon. Without the king and the Round Table, the chaos swallows the unfortunate leftovers of Camlann's population, as the last survivors turn on each other.

But the story doesn't end here. Its continuation leaves your mouth gaping. A king returns on a small boat, welcomed by the desperate people. A city is raised within a city, with isolated waiting chambers along its walls where people could prove they're free of the plague. The capital's population slowly begins to rebuild.

Finally, the triumphal processions return to now-deserted city streets, many of their participants wearing peculiar masks. The last mural depicts the building of this great temple, and a king blessing it with his sword. Over his head, you see words that make your head spin:

"Arthur, the Returned King"

If you **don't have** the **"Chronicles of the Plague"** part **4** status, each Character gains 1 and 1 Exp. Then, gain the **"Chronicles of the Plague"** part **4** status.

Hint: The captain of your ship might want to know about the most important discoveries you make ashore – provided he is alive.

Exploration ends.

11

The body jerks abruptly and rolls toward you, like a huge ball, spilling morbid liquids around.

Each Party member sums up their and . Characters with lower than 5 are swept away by the rolling ball of putrid flesh and fall to the very bottom of the stairs. Each of them rolls a die and loses this amount of . Gain 2 Miasma for every Character wounded this way. Then, read on:

The bloated body, stops twitching at the bottom of the stairs. The road up ahead is clear.

Go to Verse 13.

12

If you **have** the **"First Contact"** part **1** or **2**, or the **"Fomorians"** part **2** status, go to Verse 14. Otherwise, read on:

A Fomorian scholar is here, in an ornate robe with marine ornaments, a heavy brass mask covering his face. He's copying scrolls and books in the dim light of a fluorescent medusae, locked in a glass jar. Seeing you, he raises his jagged sword.

You've heard myths about his kind: an ancient, undersea race of giants, just as alien as the masters of Avalon. In fact, some say the Fomorians were the first intelligent creatures to walk this world, and they never forgave the gods for creating other races, treating their younger siblings with harsh contempt.

Communicating with this creature won't be easy.

Go to:

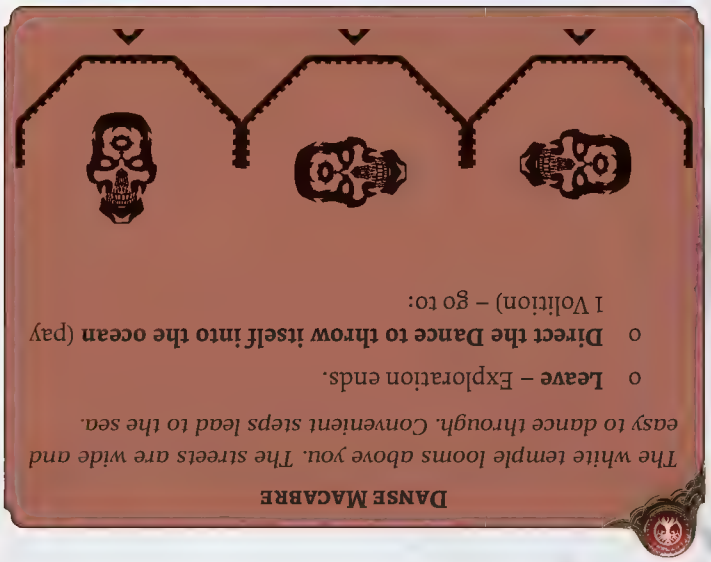
13

Go to:

14

The presbytery is empty, save for a pile of old books and scrolls. You browse through them and manage to brush up on the ancient language most of Camlann's books are written in.

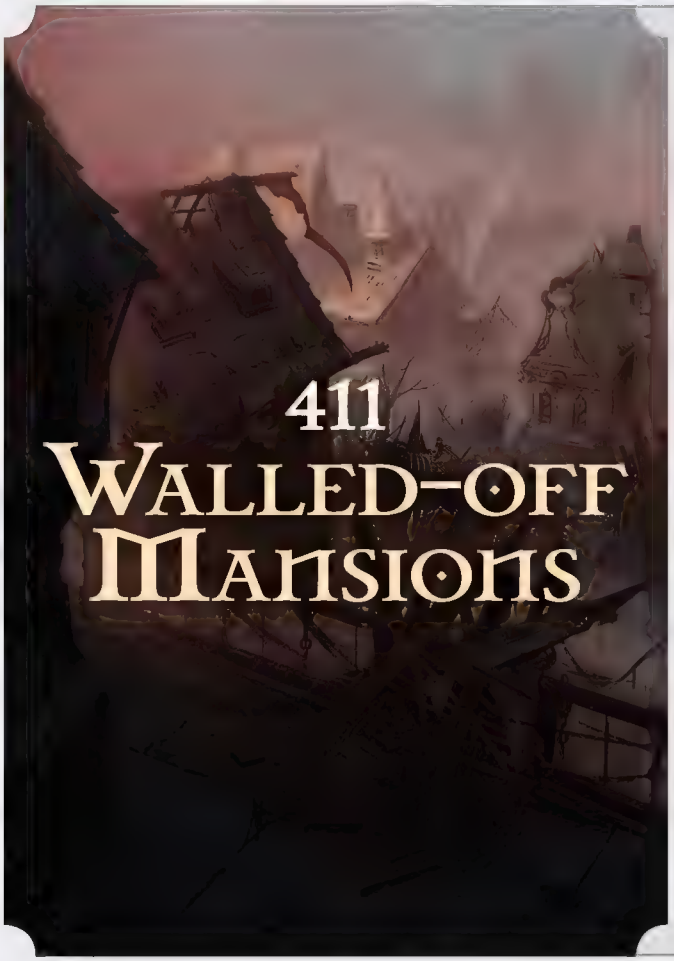
Gain the **"Llys-Iath"** status. Exploration ends.



DANSE MACABRE

The white temple looms above you. The streets are wide and easy to dance through. Convenient steps lead to the sea.

- **Leave** – Exploration ends.
- **Direct the Dance to throw itself into the ocean** (pay 1 Volition) – go to:



411
Walled-off Mansions

The wealthy owners of these gardened mansions used all resources at hand to protect themselves – and their families – from the plague. Tall barricades, walled-off alleys and sealed entrances turned this place into a checkerboard of tall, impassable walls. The high townhouses of the Merchant District loom to the west, far beyond this maddening labyrinth. Something punched through several mansion walls in this direction, creating a long tunnel.

If you are playing **Chapter 1**, go to Verse 7. Otherwise, read on:

However, a tall improvised ladder someone left by one of the walls gives you a different idea.

- **Scout the top of the wall** – go to Verse 2.
- **Go into the hole in the wall** – go to Verse 4.
- **Look for food** – go to Verse 9.
- **Visit one of the outer mansions** (requires the **"Wall Cat"** status and at least two red markers on this Location) – go to Verse 6.
- **Visit one of the more distant mansions** (requires the **"Wall Cat"** status and at least four red markers on this Location) – go to Verse 1.
- **Try to get to the Merchant District beyond** (requires all Characters, the **"Wall Cat"** status and at least five red markers on this Location) – go to Verse 8.
- **Leave** – Exploration ends.

1

Go to:

2

You secure the ladder against a sturdy mansion wall and begin to climb. Once you pull yourself over the edge at the top, a curious checkerboard panorama unveils before you. Even from up here, you notice many villas and mansions have been razed and looted. There are, however, many more – nestled in wild gardens, separated from each other by tall walls; a hundred small fortresses waiting for you.

The tops of the walls dividing them are narrow, and there are many gaps, but with some wood from the shantytown below and some elbow grease, you're certain you could turn them into your private skywalk, giving you access to all parts of this strange district.

If you **don't have** the **"Wall Cat"** status, each Party member gains 1 Exp. Gain the **"Wall Cat"** status. Exploration ends.

4

The hole leads through several estates, once completely cut off from each other. At its end, you find the culprit – an enormous war machine, reeking of rotten flesh. You notice a few giant crabs crushed underneath – you're not sure whether the machine fell on them, or rather the animals acted as its propulsion. You inspect thick armor plates, ballistae, a battering ram, and strange ornaments.

- **Leave** – *It stinks, and it's not human. You should probably leave it alone.* Exploration ends.
- **Enter the machine** – *There's something resembling a hatch in the side of the machine.* Go to:

6

This garden villa was thoroughly looted so many times nothing but rags and shattered furniture remains.

If you **have** Secret card **109**, go to Verse 10. Otherwise, go back to the start of this Location and make another choice.

7

The residents of this place put a lot of effort into protecting the walls of their mansions from looters or attackers — many are littered with shattered glass or covered in spikes. You don't think you could climb them.

Choose one:

- **Go into the hole in the wall** – go to Verse 4.
- **Look for food** – go to Verse 9.
- **Leave** – Exploration ends.

8

Traveling over the tops of the walls is longer and more dangerous than you thought, but after straying a few times and almost falling to your death, you find a path leading to the other side of this district.

Remove the **"Walled-Off Mansions"** (**411**) Location, and all markers on its card, from the game. Replace it with the **"Rickety Skywalks"** Location (**412**). Attach the **"Mercantile District"** Location (**420**) to the left edge of the **"Rickety Skywalks"** (**412**).

Move all Characters to the **"Mercantile District"** (**420**). Explore this new Location for free.

9

There's not much food in the gardens that are easily accessible. To your dismay, you find out that many once edible plants have gone bad, covered in strange growths and reeking of miasma. It seems it affects more than just people.

If you **don't have** the **"Pillager"** part **1** status, gain 3 Food and the **"Pillager"** part **1** status. If you're not playing **Chapter 1: Part 2**, Exploration ends. Otherwise, read on:

You manage to find just a handful of fruit that still look edible. These green gardens won't sustain you for long. To find a good source of unspoiled food, you'd have to look where the miasma does not reach. You look toward the sea, glimmering above the roofs of the port. Maybe you should look below the water?

New Task: Walk the piers in the Old Port and look for fish.

Exploration ends.

10

Some of the rags seem to be in pretty good condition! After a while, you find enough to cover yourself, though you now look like a wraith, haunting this long-dead homestead.

Discard the **"Naked!"** Secret card (**109**). Each Character gains 1 Exp and loses 1 .

If you **don't have** Secret card **101**, don't have Secret card **120**, and don't have Secret card **109**, go to:

Otherwise, Exploration ends.

Dream

Go to:

Nightmare

Go to:

412 Rickety Skywalks

The checkerboard of garden mansions and villas is now significantly easier to navigate, owing to a network of planks, bridges and boardwalks you built on their walls.

- **Go into the hole in the wall** – go to Verse 3.
- **Visit one of the outer mansions** – go to Verse 4.
- **Visit one of the distant mansions** – go to Verse 2.
- **Visit the innermost mansion** – go to Verse 1.
- **Leave** – Exploration ends.

1

Go to:

2

Go to:

3

The hole leads through several estates, once completely cut off from each other. At its end, you find the culprit – an enormous war machine, reeking of rotten flesh. You notice a few giant crabs crushed underneath – you're not sure whether the machine fell on them, or rather the animals acted as its propulsion. You inspect thick armor plates, ballistae, a battering ram, and strange ornaments.

- **Leave** – *It stinks, and it's not human. You should probably leave it alone.* Exploration ends.
- **Enter the machine** – *There's something resembling a hatch in the side of the machine.* Go to:

4

This garden villa was thoroughly looted so many times nothing but rags and shattered furniture remains.

If you **have** Secret card **109**, go to Verse 5. Otherwise, go back to the start of this Location and make another choice.

5

Some of the rags seem to be in pretty good condition! After a while, you find enough to cover yourself, though you now look like a wraith, haunting this long-dead homestead.

Discard the **"Naked"** secret card (**109**). Each Character gains 1 Exp and loses 1 .

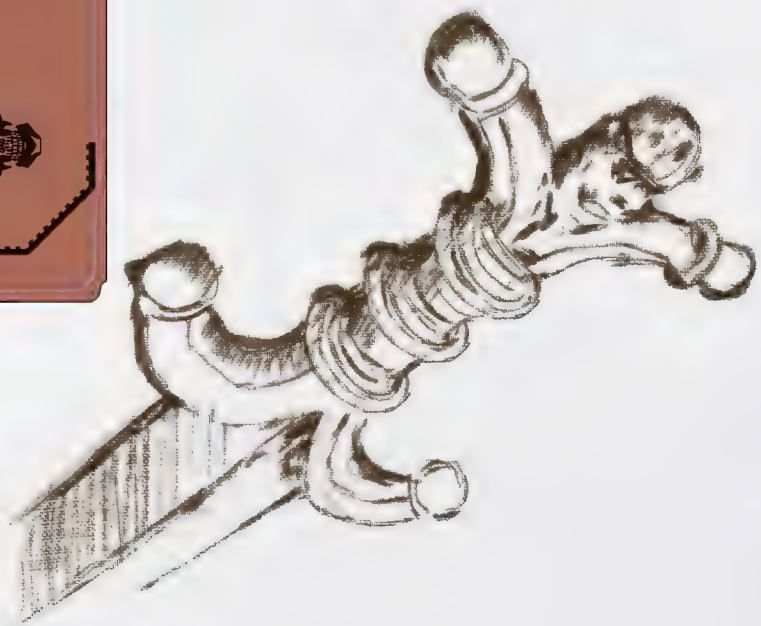
If you **don't have** Secret card **101**, don't have Secret card **120**, and don't have Secret card **109**, go to:

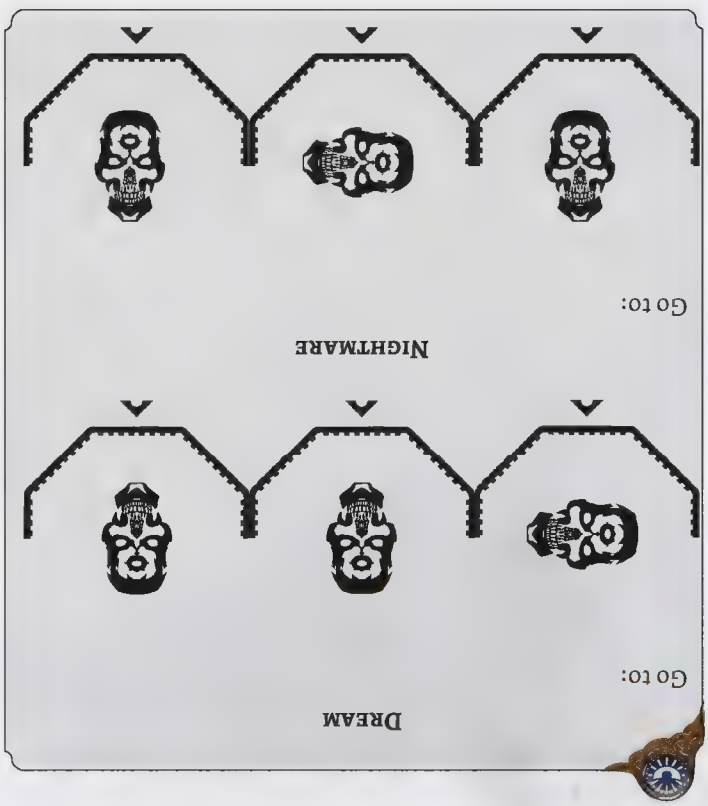
Otherwise, Exploration ends.

Danse Macabre

The procession walks along the narrow edges of the mansions' walls, and through your rickety boardwalks... HOLD HANDS! ONE AFTER THE OTHER! ONE AFTER THE OTHER! ...not meant to hold such weight. You look down, into an enclosed, bricked-up garden. It wouldn't be heard to make a couple of bodies fall there. But which body is yours?

- **Leave** – Exploration ends.
- **Try to find your body and throw it down into the garden** (pay 1 Volition) – go to:





419 Circular Cloisters

Across the foundations of demolished townhouses, you walk toward an arching, makeshift wall of wood and stone. The people of the city demolished an entire district and raised a giant circular building in its place. Something about it makes your skin crawl...

If your Miasma is High, go to Verse 6. Otherwise, read on:

- **Find a way into the building** – go to Verse 1.
- **Leave** – Exploration ends.

1

You look along the arching facade of this strange construction, but you can see neither walls nor windows. Your only option is to walk around the perimeter of this giant circle, hoping there is an entrance on the other side.

- **Go clockwise** – go to Verse 7.
- **Go anticlockwise** – go to Verse 5.
- **Leave** – Exploration ends.

2

As you walk the endless, arching corridor, a feeling of vertigo overwhelms you. A low hum begins to fill your ears. At first you take it for some auditory hallucination, but then you realize it is in fact coming from up ahead. Soon, something begins to move in the dark in front of you.

It's closing in really fast...

Go to Verse 13.

3

You walk along the inner circle and locate a crack in its walls that cuts through to yet another courtyard with yet another arching wall. You are now certain the entire "building" is made of alternating circular corridors and courtyards.

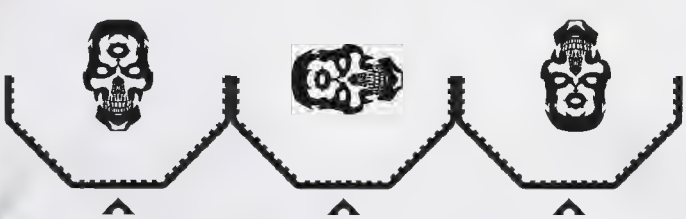
Add two red markers to this Location.

If you **have** the **"Circular Motion"** status, go to Verse 10. Otherwise, choose one:

- **Go down the dark corridor** – go to Verse 2.
- **Cut through the building to reach the next ring** – go to Verse 8.
- **Leave** – discard all red markers from this Location. Exploration ends.

4

Go to:



5

As you walk along the wall of the building, you begin to hear a distant hum up ahead. It slowly draws closer, until it passes right by you, on the other side of the wall. Something enormous is crawling through the inside of this circular building, in a clockwise motion.

Gain the **"Circular Motion"** status. Go to Verse 7.

6

An undulating sound comes from the circular building, coming and going like the sound of the sea. It gets noisier the closer you are. Suddenly, the building in front of you begins to move, turning slowly. The earth under your feet also appears to turn in the opposite direction. Even the clouds begin to slowly turn. Sudden nausea breaks you in half and causes you to retch. You turn back and run, until the ground under your feet feels solid again.

Gain 1. Exploration ends.

7

You locate a place where the makeshift wall of the building has cracked. Inside, you see a long, dark corridor disappearing into the distance. The wall on the other side of the corridor also collapsed – behind it, there's a small courtyard and another similar arching structure – a circle within a circle?

Place a red marker on this Location.

If you **have** the **"Circular Motion"** status, go to Verse 10. Otherwise, choose one:

- **Go down the dark corridor** – go to Verse 2.
- **Cut through the building to reach the next ring** – go to Verse 8.
- **Leave** – discard all red markers from this Location. Exploration ends.

8

Roll a die, adding the number of the red markers on this Location. Check the final result below:

1-5 – go to Verse 9.

6+ – go to Verse 13.

9

If there's one red marker on this Location, go to Verse 3.

If there are three red markers on this Location, go to Verse 11.

If there are six red markers on this Location, go to Verse 14.

10

You'd rather not meet the thing that crawls between the walls separating the rings.

- **Go down the dark corridor** – go to Verse 2.
- **Wait for the noise to pass you and cut through the building to reach the next ring** (each Party member loses 1) – go to Verse 9.
- **Leave** – discard all red markers from this Location. Exploration ends.

11

You walk along the wall of the inner circle and locate another crack that leads through a corridor to another, smaller courtyard with an arching wall. Will this ever end?

Add three red markers to this Location.

If you **have** the **"Circular Motion"** status, go to Verse 10. Otherwise, choose one:

- **Go down the dark corridor** – go to Verse 2.
- **Cut through the building to reach the next ring** – go to Verse 8.
- **Leave** – discard all red markers from this Location. Exploration ends.

13

You only have a split second to react to the wall of eyeless faces, extended hands and naked spindly bodies that are barreling down on you. Then your torch is extinguished, as elongated, bony arms grab you and carry you forward, up the unending dark corridor.

You don't know how many infernal revolutions it takes, but you finally manage to separate from the wall of bodies and push through a crack in the outer wall of the circle. Your clothes are in tatters, and your body is bruised, but at least you're alive...

Each Party member discards two Items and one Ancient Item.

Each Party member gains 2 and loses 2.

Gain 2 Miasma and the **"Circular Motion"** status. Discard all red markers from this Location. Exploration ends.

14

You pass through another circular structure and reach yet another courtyard. The rings are smaller and smaller now, and the one before you seems to have no visible way in.

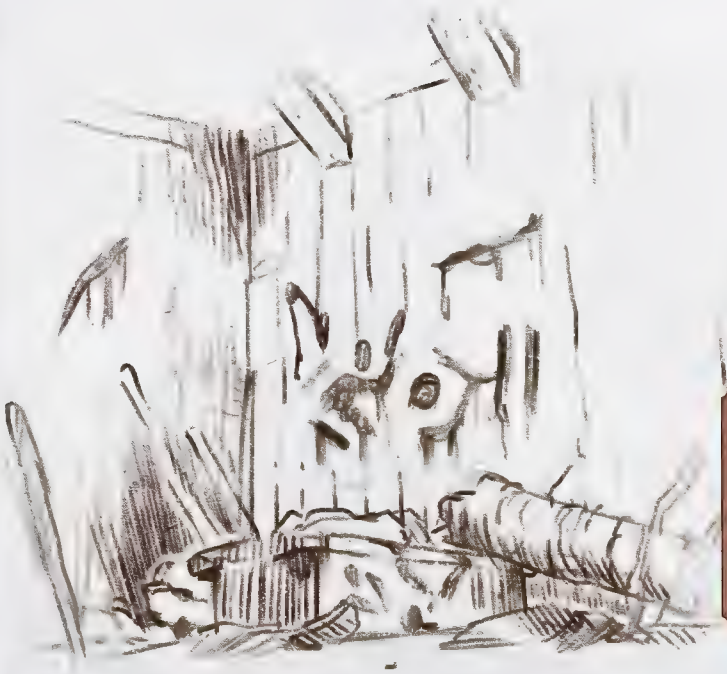
A couple of bodies lie here – Pictish looters that came only as far as you.

If you **don't have** the **"Trinkets and Baubles"** part **1** status, gain two Items and one Ancient Item. Then, gain the **"Trinkets and Baubles"** part **1** status.

If you **have** the **"Lay of the Land"** part **3** status, go to Verse 4. Otherwise, read on:

You decide you don't want to join either the dead in the courtyard, or the things that barrel down the corridors. You retreat from this accursed place.

Exploration ends.



Danse Macabre

NO! DO NOT COME CLOSER! THEY WILL TRAP US! THEY WILL CAUSE US TO RUN IN CIRCLES FOR ETERNITY AND...

A shred of self awareness blooms within the Dance Macabre, as it realizes it's essentially doing the same.

Exploration ends.

If you **don't have** the **"Saved"** status, go to Verse 9. Otherwise, read on:

The elegant townhouses form a regular grid, although their facades are a bit too close to each other for your liking. As you enter this area, you walk past many stores and workshops. Once, luxurious wares from every corner of the world could be bought here.

- **Explore the district** – go to Verse 2.
- **Climb to the secret enclave** (requires the **"Lay of the Land"** part **2** status) – go to Verse 4.
- **Visit the automaton** (requires the **"Forgotten Curios"** part **2** status) – go to Verse 7.
- **Look for your belongings** (requires all Characters and Secret card **101**) – go to Verse 6.
- **Try to find blacksmith's tools** (requires Secret card **120**) – go to Verse 8.
- **Leave** – Exploration ends.

1

If your result was higher than 7, you manage to stabilize the golem. Exploration ends. Otherwise, read on:

Despite all your efforts, the magic in the golem begins to boil, eroding its geas. Soon, all that's left is the unbound anger it first takes out on the counter, smashing it to splinters, and then – on you. Putting it down isn't easy.

Each Party member loses 4 reduced by their . Gain 1 Miasma and the **"Forgotten Curios" Part 3** status. Exploration ends.

2

If you **have** the **"Forgotten Curios"** part **2** status, go to Verse 5. Otherwise, read on:

Tall townhouses were the home to wealthy merchants and citizens. Their ground floors were adapted to be shops or warehouses – definitely more luxurious than those you saw in the port's vicinity. As you wander around, you notice a glimpse of light in one of the dark interiors. Lured by the promise of silver or gold, you approach the window and see a copper golem covered with patina. It moves! It directs its eyes made of semiprecious stones at you. The legends about dolls of wood and metal animated with magic are true!

Gain the **"Forgotten Curios"** part **2** status. Go to Verse 7.

3

The golem appears to be breaking down.

- **Escape** – *As you run down the street, you hear the crackle of unleashed energies and sounds of shattered wood and bent metal behind you.* Gain the **"Forgotten Curios"** part **3** status. Exploration ends.
- **Try to help the automaton** (requires the **"Lay of the Land"** part **2** status) – pay any amount of Magic and add your . Then, check the result in Verse 1.

4

You hoped to enter another world, full of lush green plants, abundant crops, and hope. At first sight, it's like that, but soon you start discerning flaws – neglected roots that burst bricks, rotting fruits, forgotten beehives. There's no one there despite the multitude of wooden and clay houses atop roofs – only strong wind, carrying the stench of plague. You think you can hear buzzing all around.

- **Gather unspoiled food** (only if you **don't have** the **"Hives"** part **1** status) – go to Verse 13.
- **Look at the city** – go to Verse 12.
- **Check the beehives** – go to Verse 15.
- **Enter a wooden house** – go to Verse 11.
- **Descend to the street level** – Exploration ends.

5

You wander through empty alleys, wide streets, and dark courtyards. Despite the abundance of shops, there is nothing left to loot.

Toss a Dial and check the result below:

Skull – *Something's lurking in one of the abandoned buildings.* Gain 1 Miasma. Draw and resolve a gray Encounter – after that, Exploration ends.

Grail – *You find the shattered remains of an arcane object.* Gain 1 Magic. Exploration ends.

6

The clothes are neatly folded. The items are stacked carefully against the wall. It looks as if you carefully removed all your possessions before you joined the madness of the macabre dance. You don't know what's more scary: the fact that you joined the dance of your own volition, or the fact that since you were gone, no sane, living being came through here to collect your equipment.

Distribute all cards stored under Secret card **101** any way you like between all Characters.

Discard Secret card **101**.

Go to Verse 14.

7

If you **have** the **"Forgotten Curios"** part **3** status, there's nothing more you can do here. Exploration ends. Otherwise, read on:

The golem awaits your commands, inspecting you with its row of eyes, covered with sapphire lenses. The palm of its outstretched hand has an etched pictogram of a coin.

You may pay 3 Wealth to roll a die:

1 – *As you deposit your payment, the golem stands for a long while, motionless. Suddenly, some of its eyes go dark. Then, it begins to twitch.* Go to Verse 3.

2 – *The golem returns promptly and throws a stinking mass of rotten goo on the table. You immediately feel dizzy.* Gain 1 Miasma. Exploration ends.

3 – *The golem brings you an item so damaged by time you can't even imagine what it was in the first place.* Exploration ends.

4 *The golem comes back after a moment, carrying a small trinket vibrating with magical energies.* Gain 2 Magic. Exploration ends.

5 – *The golem is gone for a minute or so and returns with an old, mundane object.* Gain 1 non-Companion Item. Exploration ends.

6+ – *The golem disappears for a long while, rummaging in the half-collapsed storeroom. When it returns, it carries a strange, ancient object.* If you **don't have** the **"Pillager"** part **6** status, gain one Ancient Item and this status. Otherwise, gain an Item. Exploration ends.

8

You find a small workshop - and you look around in disbelief. There are no tools left. Someone was so throughout they even disassembled some dressers to take nails and hinges. Very old grease stains lead east, toward the shore and its shantytown. You have to go past the sea of tall mansions to reach this place.

New Task: Locate tools in the Shanty Town.

Exploration ends.

9

You walk into the district, flanked by two rows of exquisite townhouses, the golden statues on their facades watching you with their still eyes. There's an eerie silence about this place. So far from the wharf, the sea is no longer audible. The wind seems to have died down. When you stop for a moment, you seem to drown in eerie silence.

The dissonant sound of a flute slowly grows, cutting through the silence. Other sounds lead a discordant procession of emerging pipes, drums and string instruments. The sound, growing louder by the minute, carries faint echoes of the court music of Kamelot, though its harmonies are mangled, twisted...

Go to:

10

There is an old honeycomb here, stuck in a damaged box if not for its pleasant smell, you would have missed it. Unfortunately, the honey was devoured by hornets and ants long ago, and moths have tainted what remained. All the dead insects inside fill you with disgust...

...but after a moment you realize you know of a good way to use all of this wax. After clearing out the husks, of course.

Gain the **"Wax Earplugs"** Secret card (**115**). Exploration ends.

11

The moment you enter the house, you realize you've made a mistake – your steps make the dilapidated structure tremble, and it almost collapses. Almost – but instead of collapsing, a large, paper-like structure falls to the ground. Low buzzing fills the room.

You can't go back, so you run forward, passing through other shacks, and irritating more hornets, each larger than your finger. You run in panic, as their stings make your skin boil with searing pain.

Finally, it's over. Hornets, the unnatural beasts with their long stingers stained with your blood, and their thoraxes tinted red by plague, stop the pursuit. You take a deep breath and whimper with pain. You're now in a small cabin that contains many of the tools used by the beekeepers – all of them rusted. But, there's also some more useful relics from the past.

Each Party member loses 2 and gains 2 .

If you don't have the **"Hives"** part **2** status, gain 1 Ancient Item and this status.

If you **have** Secret card **120**, you find the tools interesting – go to Verse 16.

Then, if you don't have Secret card **115**, and have at least **2** parts of the **"Hives"** status, go to Verse 10.

Otherwise, Exploration ends.

12

An impressive view of the lower city unfolds from these rooftops. However, what draws your eyes the most is a strange structure directly to the north. The entire district there was razed to the ground, and a strange windowless building was raised in its place, its makeshift walls sharply contrasting with its perfect concentric circles: smaller inside the larger ones, without any streets to connect them. The innermost, smallest circle has some kind of structure in its middle, barely visible in the miasma.

Gain the **"Lay of the Land"** part **3** status.

If you **don't have** Secret card **115**, and you have at least **2** parts of the **"Hives"** status, go to Verse 10.

Otherwise, go to Verse 4.

13

Most of the fruits or vegetables burst under the slightest touch, spraying you with fetid, sticky juice. The nauseating, sweet scent attracts hornets the size of your fist – you hurry, taking as much food as you can before more insects appear, and the situation becomes dangerous.

Gain 4 Food and the **"Hives"** part **1** status.

- **If your Miasma is Low or Medium, you are attacked by hornets** – each Party member loses 1 and gains 1 ; gain 1 Miasma.
- **If your Miasma is High, the hornets are repelled by your odd smell** – nothing happens.

Exploration ends.

14

If you **don't have** Secret card **101**, don't have Secret card **120**, and don't have Secret card **109**, go to:

Otherwise, Exploration ends.

15

The wood making the beehives is dried up, the planks are warped and stained with something blueish. Inside, there's wooden dust, shriveled honeycombs, and countless bee husks – without legs, heads, and with their wings torn off. Suddenly, a small cloud of enormous hornets, the size of your palm, emerges from one of the dead hives.

Gain the **"Hives"** part **3** status.

If your Miasma is Low or Medium, some of the hornets leave the swarm and attack you – each Party member loses 1 and gains 1 ; gain 1 Miasma.

If your Miasma is High, the hornets give you wide berth.

Then, if you **don't have** Secret card **115** and have at least **2** parts of the **"Hives"** status, go to Verse 10.

Otherwise, Exploration ends.

16

You can't tell what half of these tools were used for, but some of them could help you get rid of the infernal contraption on your head. It won't be easy – or painless...

- **Leave** – Exploration ends.
- **Remove the masks** (requires all Characters) – go to:

DANSE MACABRE

You lose yourself to dance and forget what were supposed to do here.

Exploration ends.

421 Lower Plaza

In front of the imposing Red Gate, a large plaza stretches. Once it was an even stone surface, but many parts of it caved in. At its other end you see a small pavilion, probably of some ceremonial significance.

- **Examine the cave-ins** – go to Verse 2.
- **Walk through the square** – *You don't think there's much that could hide from your sight in this wide-open space, but it won't hurt to double check.* Go to Verse 8.
- **Leave** – Exploration ends.

1

The stone slide leading into the dark is jagged and broken.

Each Party member loses 3 reduced by their Caution.

Then, go to:

2

Many stone slabs on the plaza have caved in, creating several deep holes. From one of them, you hear disturbing moans. Another one is so deep you cannot see the bottom, but you hear a sound of rushing water down below.

- **Check the moans** – go to Verse 6.
- **Look into the deepest rift** – go to Verse 7.
- **Leave – Exploration ends.**

3

It's just rats, scampering around in the dark.

Exploration ends.

4

It's one of the members of the Danse Macabre! It had to fall down the hole when the procession passed through the plaza. You scream, as the masked creature rushes at you in this dark, cramped spaced. There's no escape! You can only call for help, or fight.

Any Characters in this or adjacent Location may pay 1 to move to this Location and join your Party. Resolve the **"Lost Reveler"** gray Encounter (Difficulty 5) and the Encounter it leads to. Each Character draws one more card at the start of this Encounter, and the Encounter it leads to. You may not Escape the combat part of the Encounter.

Then, read on:

After this harrowing encounter, you finally have some time to look around. You're in an old tunnel that once passed under the plaza. All of its branches are collapsed, but you do find a small chest in one of the dead ends.

Gain 1 Ancient Item and the **"Plunderer"** part **8** status. Exploration ends.

6

If you **have** the **"Plunderer"** part **8** status, go to Verse 3. Otherwise, read on:

You kneel at the edge of the rift. The sounds are now clear enough for you to make out some mumbled words. Once your eyes adjust to the darkness, you can also make out a humanoid figure, wandering helplessly at the bottom. It does not respond to your calls.

- **Slide down** – go to Verse 4.
- **Step back** – go back to the start of this Location and make another choice.

7

You slide a rock down a giant stone slab. After a while, you hear a splash down below. Is it an underground river? A sewer? An aqueduct, like the ones Camlann was famous for? Sliding down wouldn't be hard, but coming back up the steep slippery slab might be impossible.

- **Slide down** – go to Verse 1.
- **Step back** – go back to the start of this Location and make another choice.

8

Roll a die and add 2 for every Time Token on this Location:

1-2 – *You gingerly sidestep a pile of dried-out human excrement. Who would defecate in the middle of the square? Place a Time Token on this Location.* You may pay 1 per Party member to go back to the start of this verse and roll again. Otherwise, Exploration ends.

3-4 – *Hundreds of coarse iron tent pegs are driven deep between the stone slabs lining the ground. Once, a sea of tents must have covered the square.* Place a Time Token on this Location. You may pay 1 per Party member to go back to the start of this verse and roll again. Otherwise, Exploration ends.

5-6 – *A broken cartwheel, next to a set of shallow grooves worn into the stone. Carts came here so often they wore down the stones themselves.* Place a Time Token on this Location. You may pay 1 per Party member to go back to the start of this verse and roll again. Otherwise, Exploration ends.

7+ – *You get further and further into the square, noticing more clues that a large war camp was set up here once perhaps a supply base for the army that besieged the inner city's wall and gate visible in the distance. In fact, it happened more than once. One army used iron tent pegs. The other, much larger, ornate ones from a black metal with square ornaments.*

If you **don't have** the **"Perplexing Clues"** part **5** status, each Party member gains 1 Exp. Then, gain the **"Perplexing Clues"** part **5** status.

Read on:

As you're busy looking for clues, one of the stone slabs on the ground suddenly tilts down. Screaming, you slide into the dark.

Go to Verse 1.

DANSE MACABRE

DANCE! The holes in the ground. DANCE! You remember seeing a trapped reveler in one of them. Perhaps you could fall down too, and stay there until you become yourself again. But which body is yours? DANCE!

- **Leave** – Exploration ends.
- **Try to find your body and throw it into the pit** (pay 1 Volition) – go to:

422 Red Gate

Standing at the bottom of the gate, you can't help but marvel at its size. The ground here is covered in red snow: the red paint that flaked off the gate's surface.

If you're playing **Chapter 3: Part 3**, go to Verse 17. Otherwise, read on:

- **Inspect the gate and its surroundings** (requires **Chapter 3: Part 2**) – go to Verse 2.
- **Try to climb the wall** – go to Verse 16.
- **Leave** – Exploration ends.

1

You almost catch up with the rear of the column, almost stepping on the heels of the last dances. Together, you pass under the shadow of the gate. Then, creatures in front of you turn back and look in your direction. You came too close!

Each Party member gains 1 . Go to Verse 10.

2

Strange marks cover the surface of the gate, and some weird-looking junk is scattered under it. The surface of the wall shows some inscriptions you cannot decipher. Something clearly happened here, but you'll have to inspect all clues carefully and piece them together.

If you are playing **Thebalt** or **Arev**, go to Verse 15. Otherwise, read on:

If there are 1-2 Characters in play, place a Quest Token on this Location.

If you **have** at least 4 or 4 , place a Quest Token on this Location.

If you **have** at least 4 or 4 , place a Quest Token on this Location.

If your Miasma is Medium or High, place a Quest Token on this Location.

If you **have** the **"Perplexing Clues"** part 5 status, place a Quest Token on this Location.

Go to Verse 4.

3

If there's no red marker on this Location: The sound of this hellish music digs deep into your mind. Each Party member gains 2 . Then, read on.

If there's no large marker on this Location: The hypnotic, waving dance of these inhuman figures draws your eyes in. You find yourself unable to resist the call. Go to Verse 10.

If there's no Dial on this Location: Even half-blind, you still cannot shake the urge to join the procession. The scenes of endless dance, and of thin arms wrapping around your naked body, leap at you from your memories. Go to Verse 14.

Otherwise, go to Verse 5.

4

Check how many Quest Tokens are on this Location:

0-1 – *The damage could have been caused by the sick, trying to find shelter in the upper district. But what are these flint arrowheads and parts of strange mechanisms doing here? It doesn't make sense! Frustration overwhelms you.* Remove all Quest Tokens from this Location. Exploration ends.

2 – *It becomes clear the gate withstood a couple of different assaults. But you still can't piece all of it together. Maybe there are some more clues on the plaza east of the gate?* Remove all Quest Tokens from this Location. Exploration ends.

3+ – *It all starts to make sense!* Remove all Quest Tokens from this Location. Go to:

5

The procession is now moving past you. You have endured, though your clenched jaw hurts, and your nails dug deep into the insides of your hands. What now?

- **Run close behind them** – go to Verse 9.
- **Wait a while longer and follow them from a safe distance** – go to Verse 13.

6

You try to run after the procession. Confused and barely holding on to your senses, you fumble with the bindings that kept you in place. Once you free yourself, the procession enters the open gate.

- **Run after them** – go to Verse 8.
- **Stay where you are** – *It was already too close for you. Perhaps this wasn't a great idea after all.* Each Party member loses one . Then, Exploration ends.

7

It takes a long while, but finally the ghastly music once again sounds behind you. The procession draws closer. You need to stay close enough to them to slip into the upper city behind their backs – but if you get too close, you're afraid they will take you again. How should you prepare?

Go to Verse 18.

8

You reach the tail of the procession just when the gate begins to close. None of the creatures have spotted you yet. You're doing it!

Remove all markers, Dials and tokens from this Location. Then, go to:

9

If there's a Time or Quest Token on the Location, go to Verse 6.

Otherwise, go to Verse 1.

10

The procession parts before you, showing you an empty place inside. It is your place! You remember it! Ecstasy overcomes you as you race to become a part of the fold again.

Remove all markers, Dials and tokens from this Location. Then, go to:

11

You were too slow! The gate closes shut in front of you, once the entire procession is on the other side.

Remove all markers, Dials and tokens from this Location. Then, go to:

12

The gate was besieged at least a couple of times. By whom? When? So far, you assumed the history of Homelands finished right when the last ships departed for Avalon. Turns out, you couldn't be further from the truth.

Each Character gains 1 Exp. Gain the **"Perplexing Clues"** part **5** status.

13

If there's a Time or Quest Token on the Location, go to Verse 11.

Otherwise, go to Verse 8.

14

If there's a Time or Quest Token on this Location: You tug at your bindings. Their presence helps you fight the urge. Go to Verse 5.

If there's no Time or Quest Token on this Location: The compulsion is impossible to fight off! You find yourself running towards the crowd. Go to Verse 10.

15

Your military experience immediately lets you see the tell-tale signs of a long siege.

Go to:

16

The wall is very high and its sleek, tightly fit stones make it almost impossible to scale. What's worse, you soon notice that a part of the wall inclines outwards, to deter climbers. You'll have to find another way in.

Return to the start of this Location and make another choice.

17

The infernal procession clearly has a way of opening the gates. Running in the face of the oncoming crowd seems impossible, and there are very few places to hide in this vast plaza. This leaves one option: you can follow them when they pass from here to the other side of the gate.

- **Wait for the Danse Macabre to pass beyond the gate** – go to Verse 7.
- **Leave** – Exploration ends.

18

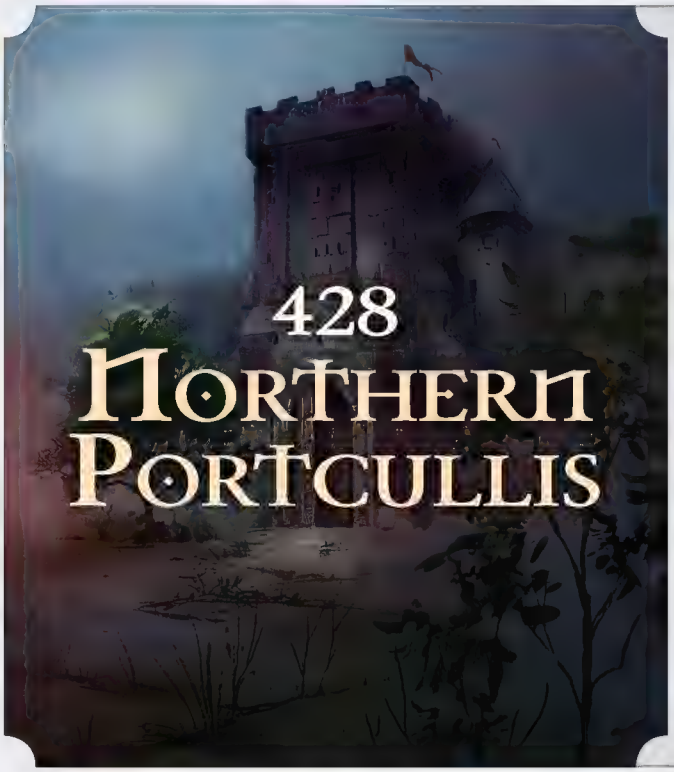
If there is a total of 4 markers, Dials or tokens on this Location card, your time is up – go to Verse 3 immediately. Otherwise, choose from below:

- **Tie yourself to one of the pillars** (requires at least 3 and the **"Adventurer's Kit"** Item) – place a Quest Token on this Location. Go back to the start of this Verse.
- **Block your ears** (requires Secret card **115**) – place a red marker on this Location. Go back to the start of this Verse.
- **Pray to the gods for protection and strength** (requires at least 4) – place a Dial skull-side down on this Location. Go back to the start of this Verse.
- **Build up your rage and disgust for this freakshow** (requires at least 4) – place a Dial skull-side up on this Location. Go back to the start of this Verse.
- **Weave magical wards that will root you in place** (pay 3 Magic per Character) – place a Time Token on this Location. Go back to the start of this Verse.
- **Cover your face, leaving only a small hole to peek through** – place a large marker on this Location. Go back to the start of this Verse.
- **Let them come!** – go to Verse 3.

DANSE MACABRE

CAN YOU HEAR US, BROTHERS ABOVE? OPEN THE GATE!
OPEN IT AND LET ALL OF US THROUGH!

Exploration ends.



428 Northern Portcullis

This impressive gate was once just as tall and imposing as the Red Gate blocking the way from the upper city to the Port District. Unlike the Red Gate, though, it is broken – one of its wings bent and hanging at an odd angle, as if damaged by some enormous war machine. Beyond the gate, you see rolling grasslands and abandoned farms that look very enticing after the horrors of the city.

There is some movement by the gate. A group of Fomorians camp there in preparation for another foray into the ruins.

- **Rest outside the city** (requires all Characters, this will end your day, only if your Miasma is High and equal to at least 5) – *Some time spent out of the miasma could do wonders for your health.* Go to Verse 1.
- **Approach the group of Fomorians** (requires all Characters; only if you **don't have** the **"Lay of the Land"** part **10** status) – *A group of stocky Firbolgs accompanies them.* Go to Verse 6.
- **Travel to the northern lands** (requires all Characters and the **"Lay of the Land"** part **10** status) – go to Verse 5.
- **Leave** – Exploration ends.

1

It's wonderful to breathe fresh air again, even if it still carries a faint smell of Miasma. The rest far from the plagued city helps you return from the edge of oblivion and clear your thoughts a bit. Unfortunately, there's only so much fresh air can do...

Lose 1 Miasma.

All Characters Pass for the rest of the Day.

2

When you approach, a group of armed Firbolgs, their faces hidden under complicated apparatuses, blocks your way, but a young Fomorian pushes through them. It speaks your language quite well.

"Incredible! I recognize you! I've heard about you from my father. He said he met you in the white temple on the other end of this city. His report about meeting intelligent creatures in the heart of Camlann caused much stir among our scholars."

You explain your problem with Miasma in the area of Camelot, and the Fomorian nods his head.

"Yes, it's a very harsh place, even for our slaves with rebreathers. The apparatuses made for Firbolgs would kill you, but if you visit our craftsmen, they could fashion something for you. Please, take this mark of a diplomat, and no one will hurt you in our lands. Slaves!" the young Fomorian shouts at the Firbolgs. "Let this creature through."

Gain the **"Lay of the Land"** part **10** status.

Go to Verse 5.

3

The Fomorians ignore you, but a group of armed Firbolgs approaches.

If you **have** the **"Diplomat"** status, go to Verse 4. Otherwise, you decide it's better to retreat – Exploration ends.

4

They notice your external lungs and call their Fomorian masters. One of them approaches slowly, looking at you with contempt. "You want to die, pathetic creatures?" it asks in a mix of Pictish and human language. "I see. You're diplomats. Slaves!" it shouts at the Firbolgs. "Take them to our city."

Gain the **"Lay of the Land"** part **10** status.

Go to Verse 5.

5

A small Firbolg force escorts you north of Camlann. You walk for several days until you reach an area full of Firbolgs and Fomorians working on plantations.

Discard all Locations. Place the **"Withering Plantation"** (**450**) Location on the table and move all Characters there. Attach all connected Locations.

If you're playing **Chapter 5**: **Part 1**, go to Verse 7. Otherwise, Exploration ends.

6

If you're playing **Chapter 5** and have the **"First Contact"** part **2** status, go to Verse 2. Otherwise, go to Verse 3.

7

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2 Exp and loses 2 .

Lose 1 Miasma.

Discard your Active Quest.

Resolve the **Chapter 5**: **Part 2** card from the Event deck.

Exploration ends.

DANSE MACABRE

NO! TOO VAST! TOO EMPTY! The portcullis is open, the ruined farms and barren fields stretching as far as you can see beyond the wall.

- **Leave for now** – Exploration ends.
- **Direct the Danse Macabre to walk out of the city, as far as it can** (pay 8 Volition) – *This will not be easy, the procession doesn't want to leave the city and fights you every step of the way.* Go to:

430 Upper Plaza

Once, on this wide plaza, endless markets stalls welcomed those heading through the gate into the upper city. These structures have now turned into a sea of broken poles, shattered boards and colorful rags flapping on the wind.

The wall and the Red Gate that once seemed like an impenetrable obstacle are much easier to scale from this side: a wide stairway leads up to the battlements.

If you **have** the **"Presence"** part **1** status, go to Verse 11.

Otherwise, go to Verse 6.

1

You're now on top of the ancient battlements of Camlann, with the lower city extending below you, on the other side of the wall.

- **Lower yourself to the port district** (requires all Characters and the **"Adventurer's Kit"** Item) – go to Verse 3.
- **Admire the views** – go to Verse 5.
- **Leave** – Exploration ends.

2

An impressive view of the lower city unfolds from here. However, what draws your eyes the most is a strange structure to the east. The entire district there was razed to the ground, and a strange windowless building was raised in its place, its makeshift walls sharply contrasting with its perfect concentric circles: smaller inside the larger ones, without any streets to connect them. The innermost, smallest circle has some kind of structure in the middle, barely visible in the miasma.

Gain the **"Lay of the Land"** part **3** status.

New Task: Reach the middle of the circular buildings.

Exploration ends.

3

Discard all Location cards. Place the **"Red Gate"** Location (**422**) on the table. Move all Characters to this Location and reveal all connected Locations.

Reminder: Check the Danse Macabre card to see if you should place the Danse Macabre in any of the revealed Locations!

Exploration ends.

4

Choose one:

- **Browse the stalls** – go to Verse 10.
- **Climb to the top of the wall** (pay 1 per Character) – go to Verse 1.
- **Try to open the gate** – go to Verse 8.
- **Leave** – Exploration ends.

5

From the top of the wall, you see the entirety of lower Camlann, desolate and shrouded in Miasma.

If you **don't have** the **"Lay of the Land"** part **2** status, go to Verse 7.

If you **have** Secret card **103**, go to Verse 2.

Otherwise, Exploration ends.

6

Roll a die and add your . Check the final result:

1-5 – go to Verse 4.

6+ – go to Verse 9.

7

The roofs of the Mercantile District are now far below you. On some of them, you notice a cluster of makeshift structures, boardwalks, rope bridges, and even some gardens! Someone tried to survive above the plagued city the place might be worth checking out, if you ever return to the lower city.

Gain the **"Lay of the Land"** part **2** status.

New Task: Find a secret enclave in the Mercantile District.

Go to Verse 5.

8

The iron gate is opened and closed by a large mechanism that has to be operated from a barbican above it. Unfortunately, the wooden stairs leading there have long collapsed. Perhaps that's for the best you're not exactly eager to meet whoever operates this machinery after so many years.

Hint: If you want to return to the Port District, you may try lowering yourself from the top of the wall.

Go back to the start of this Location.

9

Behind one of the stalls, you find the body of a Pictish scout – a thin, bloodless husk. As you inspect it, you notice another body: this time a Fomorian scout, who also looks drained of his blood and life force.

After a while, you discover more, similar cadavers – all in close proximity to a large ruined townhouse with a wrought iron fence. Could it be that the wraith that stalks the upper city has its lair there?

Each Character gains 1 Exp. Gain the **"Presence"** part **1** status. Go to Verse 11.

10

Roll a die and check your result below:

1-2 – *One of the fruit stalls still has some dried fruit that looks edible.* Gain 1 **Food**. Exploration ends.

3 – *A drawer full of silver coins, left by the merchant.* Gain 1 **Wealth**. Exploration ends.

4 – *A discarded magical trinket.* Gain 1 **Magic**. Exploration ends.

5 – *A well-preserved crate, still containing a useful object. Gain one non-Companion Item.* Exploration ends.

6 – go to Verse 12.

11

Choose one:

- **Enter the lair of the wraith** – go to Verse 13.
- **Browse the stalls** – go to Verse 10.
- **Climb to the top of the wall** (pay 1 per Character) – go to Verse 1.
- **Try to open the gate** – go to Verse 8.
- **Leave** – Exploration ends.

12

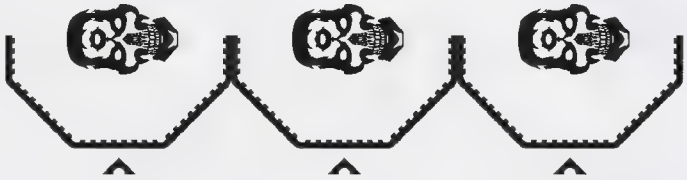
If you **have** all parts of the **"Presence"** status, go back to Verse 10. Otherwise, read on:

Cold air washes over you.

Go to:

13

If you **have** all parts of the **"Presence"** status, the ruined townhouse is empty; Exploration ends. Otherwise, go to:



DANSE MACABRE

If you **have** the **"Harvest"** part **1** status, there's nothing left here; Exploration ends. Otherwise, read on:

Shattered stalls cover the ground in front of the procession.

- **Take the planks** (pay 1 Volition, only if there's no marker on the Danse Macabre model base) – gain the **"Harvest"** part **1** status and place a red marker on the Danse Macabre model base. Exploration ends.
- **Leave** – Exploration ends.

431 Splendid Mausoleum

You stand before a monumental building if you deciphered the inscription right, it's the tomb of King Arthur. Rearing, onyx horses watch over the staircase leading to the tall entrance adorned with golden ornaments.

You enter, passing red, tattered banners the giant hall is even more impressive from the inside. Frescoes depicting Arthur's deeds cover all walls rebuilding Camlann, pushing the Picts back, fighting stocky, hairy beasts, and helping the people of the city with his own hands. The silhouettes of the enemies in the frescoes are often inlaid with rust, Arthur's subjects with brass, and Arthur himself with gold. When you avert your eyes from all this glory, you see an open gate before you, leading deeper into the tomb and an entrance to a tunnel once hidden in the wall to your left, but now the section is slightly ajar.

- **Look around** – *There are strange tracks on the ground.* Go to Verse 5.
- **Go into the hidden tunnel** – go to Verse 10.
- **Enter through the gate** – go to Verse 17.
- **Check the right wall** (requires the **"Tomb"** part **1** status) – go to Verse 23.
- **Leave** – discard all markers from this Location card. Exploration ends.

1

One of the levers hangs loose, as if its mechanism is broken. The other one seems to be working. But what does it do?

- **Pull the lever down** – place a Guardian die on this Location card and set it to **"N."**
- **Pull the lever up** – if there is a Guardian die on this Location, discard it.

Then, go back to the start of this Location.

2

If you look carefully, you notice the bloody prints of human feet almost covered by a layer of dust. Near the entrance to the once-hidden passage lies the broken, rusted blade of a crude knife.

Roll a die and add your . If the result is 5 or more, go to Verse 12.

Otherwise, Exploration ends.

3

Someone drew a complicated diagram at the inner side of the door, crossed it out, and then painted a maw full of teeth.

Go back to Verse 17.

4

If there is a Quest Dial set to 1 on this Location, go to Verse 15.

Otherwise, go to Verse 9.

5

The hall was thoroughly looted charcoal marks smear the frescoes, and there are some darker spots in several places as if something was stolen from there. It must have happened long ago, since the floor is covered in a thick layer of dust, save for some tracks of small animals.

If you **have** the **"First Contact"** part **1** status, go to Verse 2. Otherwise, go to Verse 8.

6

A block covered with iron spikes lies behind the door. It was once hanging from the ceiling and waited for a poor soul to fall on their head. There is nothing else in this tiny room.

If you **have** the **"First Contact"** part **1** status, go to Verse 7. Otherwise, go to Verse 3.

7

On the inner side of the door, someone drew a skull with blood.

Go back to Verse 17.

8

The charcoal marks are written in an alien alphabet, similar to the one used by the Fomorian explorer you met in the Votive Temple. Then, right beyond the once-hidden entrance, you find the desiccated corpse of a hairy beast, probably a Firbolg.

Roll a die and add your . If the result is 5 or more, go to Verse 12. Otherwise, Exploration ends.

9

Another room. It's painted red and gold, both colors fighting for domination on its walls. It looks garish to you, but it definitely evokes richness and pride. There is an iron door before you.

- **Go forward** (only if there is a Quest Token set to 5 on this Location) – go to Verse 25.
- **The wall on the left seems off** (only if there is a small, red marker on this Location) – go to Verse 11.
- **What's this?** (requires the **"Tomb"** part **4** status) – go to Verse 29.
- **Go back** – go to Verse 30.

10

After a few yards, the cramped corridor turns right – and you stop suddenly, noticing a sprung trap: three bent, rusted spears protrude from the wall. You progress with more caution, but there aren't any other traps. Soon, you enter a small chamber – there is nothing here except for two levers.

- **Approach the levers** – go to Verse 1.
- **Go back to the main hall** – go back to the start of this Location and make another choice.

11

Behind the secret panel is a simple lever.

- **Pull it** – place or discard a Dial with a Quest Token set to 5 on this Location card. Then, make another choice.
- **Another panel?** (only if there is a Quest Token set to 4 on this Location) – go to Verse 24.
- **Back off** – go to Verse 9.

12

As you examine the walls, you notice a small slit to the right of the entrance. You slide your knife into it and hear a quiet snap – a line appears on the wall. You put your hand in and pull – a hidden door opens, revealing a passage.

Gain the **"Tomb"** part **1** status. Go back to the start of this Location and make another choice.

13

You're in a small room with a relief depicting an armored man in a great helm. There are three levers under the relief – with a brass knob, with an iron knob (completely rusted), and one without a knob.

- **Pull the levers** – go to Verse 14.
- **Leave the room** – go back to Verse 17.

14

Each lever has a number:

- brass – 4,
- iron – 2,
- without knob – 5.

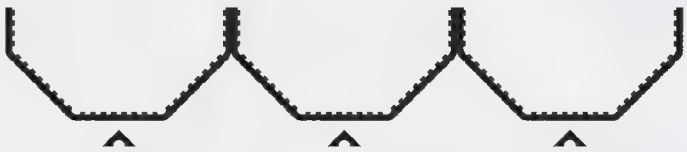
If you do not wish to pull any levers, go back to Verse 13.

Otherwise, choose the first lever to pull and place a Dial in the first slot below, so that the arrow shows the number corresponding to the lever (e.g., if you choose the brass one, set the Dial to **4**).

Then, pull another lever and place another Dial in the second slot in a similar way.

Then, pull the third lever and do as above.

Finally, when all slots are filled, go to the following Verse in the Book of Secrets:



15

Suddenly, a blade springs out the wall and slashes your legs.

Each Party member with less than 4 loses 2 . Discard the Quest Dial set to 1 from this Location. Go to Verse 9.

17

You enter a tiny room – it's not as beautiful as the hall, but it's still astonishing. Golden candelabras stand under faded paintings – once, they lit scenes of coronation, and a duel between the king and a knight in white armor. Next to the door, opposite the gate, there is a stone bowl full of dried-out blood. There are also doors leading to the left and to the right.

- **Open the door in front of you** – go to Verse 6.
- **Open the left door** – go to Verse 13.
- **Open the right door** (only if there is no Guardian die showing **"N"** on this Location card, and you have the **"Tomb"** part **3** status) – go to Verse 30.
- **Return to the hall** – go back to the start of this Location and make another choice.

19

The passage is narrow and low. It's also quite long and turns left and right several times, until you lose your sense of direction. Finally, you enter a small unadorned room – there are only two levers there.

- **Pull the first lever** – place or discard a red marker on this Location card. Then, make another choice.
- **Pull the second lever** – place or discard a Dial with a Quest Token set to 4 on this Location card. Then, make another choice.
- **Go back** – go to Verse 30.

20

You notice a red mark on the floor. It certainly means something, but you're not sure what.

- **Retreat** – *You'll come back here when you know what awaits you.* Go back to the start of this Location and make another choice.
- **Step on the red mark** – go to Verse 27.
- **Jump over the red mark** – go to Verse 28.

21

You enter a chamber, looking around for new levers, clues, or anything that would convince you you're not walking in circles and pulling random sticks.

Then, a stone slab falls from the ceiling, blocking the way back. You're trapped! All walls are solid stone, and after a long time of searching, you can't find any secret passages or any other way to escape but to raise the slab and move through the door.

Raising it is exhausting, but you finally manage to do this. It was a clever trap! You must try pressing other stones to progress.

Each Party member loses all and 1. Go to Verse 25.

23

If you **don't have** the **"Tomb"** part **2** status, go to Verse 20. Otherwise, read on:

You open the hidden door and enter a narrow passage. After a few unnecessary turns, you find yourself before a wall blocking the corridor. There are two levers on it.

Choose as many options as you want:

- **Switch the first lever** – place (or discard) a large marker on this Location card.
- **Switch the second lever** – place (or discard) a Dial with a Quest Token set to 1 on this Location card.
- **Return to the hall** – go back to the start of this Location and make another choice.

24

You move a wooden panel to the left – it slides open with ease and reveals a simple figure with a golden circlet on its head and a spear in its hand.

If you **have** the **"Purge Suit"** Ancient Item, go back to Verse 11. Otherwise, read on:

Under the feet of the figure, a desiccated corpse lies, wearing curious leather garb with a beaked mask.

Gain the **"Purge Suit"** Ancient Item. Go back to Verse 11.

25

A simple corridor leads you to a closed door. To the left, there are three symbols carved in the stone – a sword, a crown, and a spear. You touch them and discover you can press them.

- **Go through the door** (requires the **"Tomb"** part **5** status) – go to Verse 21.
- **Go back** – go to Verse 9.
- **Press the stones** – go to:

27

You step on the red mark, and something clicks inside the wall. You jump back, but nothing happens.

Gain the **"Tomb"** part **2** status. Go to Verse 23.

28

You jump, passing the red spot, and land on a loose tile. It shifts a little. Something cracks above you, and suddenly you feel a lancing pain in your arm. A rusted spear strikes you from above – fortunately, it's old and bent, so it missed your head.

Each Party member rolls a die – the one with the lowest result (in case of a tie, the one with the highest Character number) loses 4. Gain the **"Tomb"** part **2** status. Go to Verse 23.

29

An entrance to a dark tunnel appeared in the red part of the room.

- **Enter the tunnel** – go to Verse 32.
- **Not now** – go back to Verse 9.

30

You stand in a chamber full of decaying wooden benches, facing a wall covered with a tapestry. The cloth is faded, but the artist used so much golden thread that most of the art is still legible. Three doors, all slightly ajar, lead out this room.

- **Go into the corridor leading down** – go to Verse 4.
- **Take the narrow passage** – go to Verse 19.
- **Return to the small room** – go to Verse 17.

32

If there is a large, purple marker on this Location, gain the **"Tomb"** part **6** status.

Then, discard all markers and Dials from this Location and read on:

The tunnel is narrow and leads down in spirals. Then, it widens and reveals a vast chamber.

Go to:

Danse Macabre

Play louder! The drums! The flutes! Maybe the sleeping king will wake! Maybe he'll join us!

Exploration ends.

432 WATERWORKS

Constant rumbling with some more distinctive thumps and screeches reverberates around you as huge wheels slowly revolve around rusted shafts and spin countless smaller gears and screws. Wooden and iron hammers, some of them the size of a horse, incessantly beat empty anvils. All the machinery is powered by the water flowing through the river, which you see far below the wall.

- **Study the machinery** – go to Verse 1.
- **Rappel down to the river** (only if you **don't have** the **"Lay of the Land"** part **8** status) – go to Verse 7.
- **Travel to the southern lands** (requires all Characters and the **"Lay of the Land"** part **8** status) – go to Verse 12.
- **Leave** – Exploration ends.

1

You follow the complicated system of gears, wheels, and mechanical elements you can't even name. You notice that long pipes with wooden screws pump water from the river to two large water tanks but the wood has decayed, and only a thin stream comes out. Waterwheels also power an abandoned, yet tireless, forge where bellows with ruined bags move up and down, and hammers beat empty anvils. You wonder what they produced here.

If you're playing **Beor** and don't have the **"Unique Perspective"** part **5** status, go to Verse 19. Otherwise, choose one:

- **Rest by a water tank** – go to Verse 4.
- **Search the forge** – go to Verse 6.
- **Leave** – go back to the start of this Location and make another choice.

2

Swampland extends before you. It's full of low shrubs, adorned with crimson flowers and trees that bend over lazy rivers. It doesn't look like a welcoming place more like an area with deadly traps that drowns you when you look away.

If you **have** the **"Diplomat"** status and all Characters are present, go to Verse 14. Otherwise, you **don't have** anything to do here – Exploration ends.

3

Roll a die and add your , then subtract your . If in a Party, take the highest values of both Attributes. Check your final result:

2 or lower – *You should've listened to your intuition. You rested your hand on an anvil and...* The Party member with the lowest (in case of a tie, use the higher Character Number) loses 4. Each Party member gains 2. Exploration ends.

3-4 – *There is nothing but frustration, and your ears start bleeding from all this noise.* Each Party member gains 1. Exploration ends.

5+ – *You didn't find any items, but you locate an entrance hidden under an anvil.* Go to:

4

You try to relax, but the pungent smell of stale water disturbs you too much. You look around for a nicer spot, and notice something shimmering deep in one of the tanks. You can't reach it, as it's many yards underwater.

If you **don't have** all parts of the **"Presence"** status, and there is no Time Token, on this Location, go to Verse 17.

- **Tinker with valves and levers** (pay 2) – go to Verse 8.
- **Leave** – go back to the start of this Location and make another choice.

5

The water level drops slowly. Then it starts rising again.

- **Quickly turn off the valve** – go to Verse 15.
- **Open the dam between two tanks** – go to Verse 16.

6

You wince each time a hammer connects with an anvil, spraying you with flakes of rust. Your ears begin to hurt and you're afraid you might go deaf if you spend too much time here. But you can't rush the search, as a single mistake may result in being crushed under one of the tireless hammers.

If you **don't have** Secret card **115**, each Party member loses 1. Then, choose one:

- **Examine old swords in a barrel** (requires **Sloan** and only if you **don't have** the **"Unique Perspective"** part **4** status) – go to Verse 9.
- **Proceed** (requires at least 3 or 4) – go to Verse 11.
- **Exit the forge** – go back to the start of this Location and make another choice.

7

Using the old machinery to rappel down is an easy task. Soon, you stand at the riverbank.

If you're playing **Chapter 5** and you have the **"First Contact"** part **1** status, go to Verse 10. Otherwise, go to Verse 2.

8

There are many turncocks and valves here, that range in size from as tiny as your finger to as large as your extended arms. Unfortunately, most of them are rusted and crumble under the slightest touch. However, you can turn some of them, manipulating the flow of the water.

- **Open the dam between two water tanks** – go to Verse 13.
- **Turn the valve of the second tank** – go to Verse 5.

9

You recognize these pommels they have the same shape as your family sword! The hilts are different, but this means nothing as they're changed regularly if the weapon is used often. You approach the barrel slowly, feeling excitement and fear. Did you find the forge of the master smith who made your weapon?

Rust has devoured most of the blades, but you can still tell that they were similar to yours. You open the door next to the barrel and enter the workshop. Your world suddenly crumbles.

Hundreds of rusted swords, copies of the well-known blade, are stashed in decrepit crates. Several molds in the same shape rest under the wall. Your precious, unique family heirloom was made here in a mass production forge. Was your ancestor from the Homelands not a royal knight, but a simple guard? You try to explain to yourself that it's just a sword but the fact you spend so much time thinking it was some ancient blade of legends leaves a bitter taste in your mouth.

Sloan gains 1 and 2 Exp. Gain the **"Unique Perspective"** part **4** status. Exploration ends.

10

You look around the boggy terrain, thinking about the slog that awaits you if you wish to get anywhere from here. How many days will it take to navigate this marshy maze?

Then, you notice a red strand of cloth tied to a shrub with crimson flowers. You examine it and find a simple boat there the wood is aged and decayed in some places, but it seems the most severe damage was repaired. The vessel doesn't bear any signs of use there are no scratches near the oars, the bench isn't worn at all. There is also a sealed tube: inside, you find a map of this marsh with a marked settlement.

Gain the **"Lay of the Land"** part **8** status.

- **Travel to the southern lands** (requires all Characters and the **"Lay of the Land"** part **8** status) – go to Verse 12.
- **Leave** – Exploration ends.

11

You swerve between the thunderous machinery, trying to avoid getting crushed. When you finally find a place to catch a breath, you notice the forge was once full of tools and strange objects, but now most of them have shattered or turned to dust due to decades of constant vibrations. But maybe there is still something of use here?

If you **don't have** the **"Valuables"** part **5** status, gain 1 Ancient Item and the **"Valuables"** part **5** status.

- **Search the most cluttered area** – *There must be something left that hasn't broken due to this constant smashing.* Go to Verse 3.
- **Leave** – Exploration ends.

12

The travel is tiring and takes you several days.

Discard all Locations. Place the **"Blood-Red Wetland"** Location (**440**) on the table. Move all Characters there and attach all connected Locations.

If you're playing **Chapter 5**: **Part 1**, go to Verse 18. Otherwise, Exploration ends.

13

A loud screech accompanies the opening of the dam. Nothing more happens, as the water level in both tanks is the same. What's worse all the valves are stuck now, and you have to close the dam first. It's much harder and takes you a long time.

Exploration ends.

14

Suddenly, a group of Pictish warriors surrounds you. The unsettling growths at the back of their necks pulse as their hands caress nocked arrows. You must be in their territory right now. Slowly, you take out your symbol from the Fomorian ambassador and show it to the feral warriors.

They discuss for a moment a flutter of moving hands and a buzz of unintelligible grunts. Soon, they lead you to a place where their boats are hidden, and push you into one of them.

Gain the **"Lay of the Land"** part **8** status. Go to Verse 12.

15

You turn off the valve. Then, you open the dam and let the water even out. The shiny thing is now only a few yards under the surface, and you dive for it. It's an abandoned relic from the past.

If you **don't have** the **"Valuables"** part **6** status, gain 1 Ancient Item and the **"Valuables"** part **6** status. Exploration ends.

16

You try opening the dam, but the whole thing is stuck. Soon, the water rises up to its former level.

Exploration ends.

17

Cold steam rises from the water tanks. Chunks of thin ice start forming on the water surface, hairs rise on your dirty forearms. A dark shape, towering over you, materializes in the fog the intensity of its craving for blood is almost physically palpable.

Place a Time Token on this Location. Go to:

18

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2 Exp and loses 2.

Lose 1 Miasma.

Discard your Active Quest.

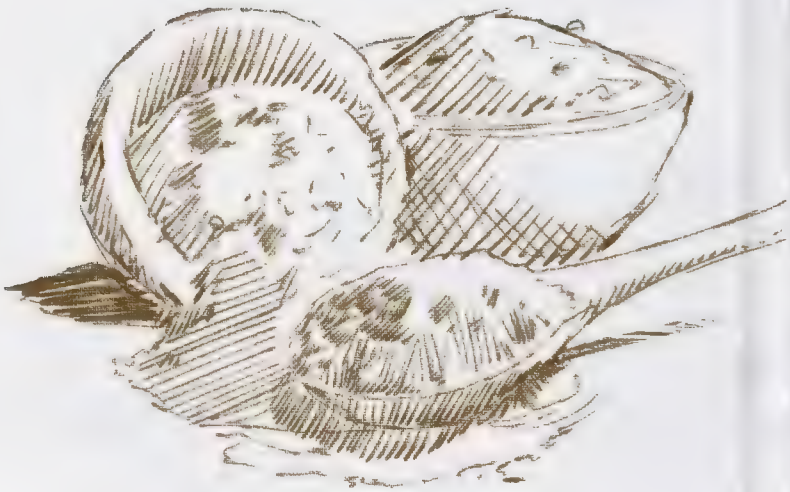
Resolve the **Chapter 5**: **Part 2** card from the Event deck.

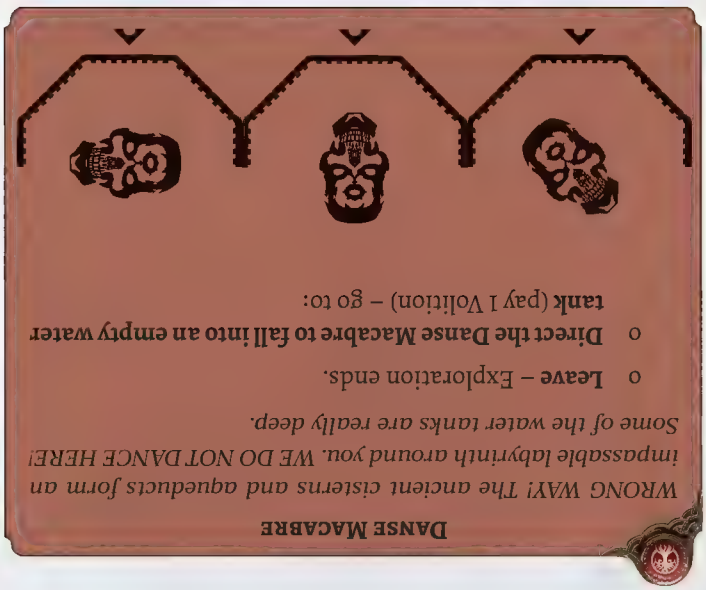
Exploration ends.

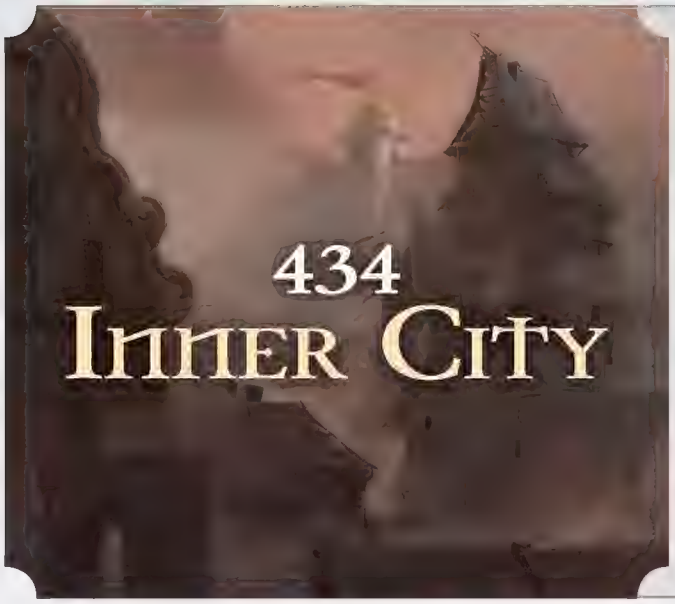
19

You look at the anvils in a trance and reminisce about the times when, as a smith's apprentice, you spent many hours working the bellows and striking hot iron with heavy hammers. And here, you see all of this grueling work accomplished without any effort. After inspecting the machines, you gain a basic understanding of how the river's current is harnessed to power the machines. This doesn't seem that difficult... Suddenly, a thought strikes you. You could build something like that, if you ever find your way back to Avalon, restoring some of the lost ancient knowledge to the people of the island.

Beor loses 2 and gains 1 Exp. Gain the **"Unique Perspective"** part **5** status. Go back to Verse 1.




DANSE MACABRE
WRONG WAY! The ancient cisterns and aqueducts form an impassable labyrinth around you. WE DO NOT DANCE HERE!
Some of the water tanks are really deep.
o Leave – Exploration ends.
o Direct the Danse Macabre to fall into an empty water tank (pay 1 Volition) – go to:



434 Inner City

It isn't difficult to tell this was once the richest district of Camlann – the elegant townhouses with intricate, gold plated reliefs and large coats of arms are enough of a hint. But in the middle of this splendid place, a brutish shape squats atop several levelled city blocks. This enormous square of white marble reaches higher than the surrounding rooftops, and its base is dotted with small, dark spots.

What could it be?

If there's a Quest Token on this Location, go to Verse 11. Otherwise, choose one:

- **Inspect the white structure** – go to Verse 2.
- **Search the townhouses** – go to Verse 6.
- **Visit the Allmother's temple** – go to Verse 8.
- **Leave** – Exploration ends.

1

If there's a large marker on this Location, go to Verse 7. Otherwise, read on:

You keep knocking until your ears begin to ring, but there's no answer from the other side.

Go to Verse 5.

2

Now that you're closer to the block, you realize that the dark shapes in its base are a row of reinforced, iron doors, all around its perimeter.

- **Look for an open door** – go to Verse 4.
- **Leave** – go back to the start of this Location and make another choice.

3

There's nothing left here, but you do find some tally marks on the wall by the small chute. There are twenty eight of them – what could they mean?

Go to Verse 5.

4

Many of the thick, squat doors in the foot of the white wall are locked tight, and others are too rusted to open. Eventually, you find one that's slightly ajar and manage to open it wide enough to squeeze by.

Go to Verse 5.

5

You're now in a small cell, with a single stone platform that looks like a bed. There is another iron door at the other end of the cell – it has a small peephole and a large knocker. You also notice a small chute on one of the walls.

- **Use the knocker** – go to Verse 1.
- **Open the chute** – go to Verse 9.
- **Inspect the cell** –go to Verse 3.
- **Shut the door you entered through** – *There are spring bolts on its edge that could lock it, trapping you in this small space!* Go to Verse 12.
- **Leave** (only if there's no large marker on this Location) – remove all markers from this Location. Exploration ends.

6

Wandering the wide streets and navigating the vast interiors of rich townhouses makes you feel strangely exposed....

Roll a die, adding your to the result:

1-4 – Draw and resolve a gray Encounter. Regardless of the result, Exploration ends.

5-6 – *The air grows cold.* If you **don't have** all parts of the **"Presence"** status, go to Verse 16. If you **have** all parts of the **"Presence"** status, roll again.

7+ – *You've found something interesting!* If you **don't have** the **"Forgotten Curios"** part **6** status, gain one Ancient Item and this status. Otherwise, gain 1 Wealth. Exploration ends.

7

Without anything else to do, you keep banging on the knocker. After a scarily long while, the peephole opens – a clouded blind eye and some wrinkled orange skin is visible on the other side. There is someone there!

- **Convince the keeper to open his door** – go to Verse 13.
- **Convince the keeper to let you out** (only if there's a large marker on this Location) – go to Verse 14.
- **Ignore the keeper** – go to Verse 5.

8

The most striking features of this beautiful domed temple in the middle of the Inner City are thirty feet tall stained glass windows depicting the commandments of the Allmother. You bask in the colorful light, and in the smell of old wooden benches. For a brief moment, you feel someone is watching over you, even in this hostile, far-off land.

If you are playing **Ailei** and don't have the **"Unique Perspective"** part **6** status, go to Verse 15. Otherwise, read on:

If there's no Time Token on this Location, each Party member loses 1. Place a Time Token on this Location. Exploration ends.

9

You open the chute, and some stinking sludge comes out, landing on the floor, and all over your clothes. It was probably once a portion of oatmeal, but now it's rotten, full of maggots and miasma. The air in this small cell immediately becomes difficult to breathe.

Gain 2 Miasma. Go to Verse 5.

10

Go to the start of the **"Impenetrable Domicile"** Exploration Journal (**435**).

11

Choose one:

- **Enter the Sequestered District** – *The keeper should still remember you. Or at least you hope so...* Go to Verse 10.
- **Search the townhouses** – go to Verse 6.
- **Visit the Allmother's temple** – go to Verse 8.
- **Leave** – Exploration ends.

12

You shut the door you used to enter here, and spring bolts fall into place, securing it tightly. A lump grows in your throat. Why did you do that? Are you now sentenced to die in this small cell?

Place a large marker on this Location. Go to Verse 5.

13

Go to:

14

Roll a die, adding your and :

1-6 – *The gatekeeper ignores your pleas and moves on. You have to wait until he makes another round to try again.* Each Party member gains 1 and loses 1. Roll again.

7+ – *The gatekeeper reluctantly opens the outside door, letting you out into the plagued city.* Remove the large marker from this Location. Exploration ends.

15

You stare at the stained glass with awe – your knees bend before its splendor, and you almost feel the Allmother's touch in the colorful rays of light. You remember the tiny chapel you helped Neante maintain. As a young girl, you believed it was remarkable, with its centuries old stone walls and crude murals – yet now, you realize it was nothing but a pathetic replica.

You study reliefs, old tomes, everything you can find – and learn things about the Allmother that you never knew – and that you doubt anyone on Avalon remembers.

Ailei loses 1 and gains 1 **Exp**. Gain the **"Unique Perspective"** part **6** status. Go back to Verse 8.

16

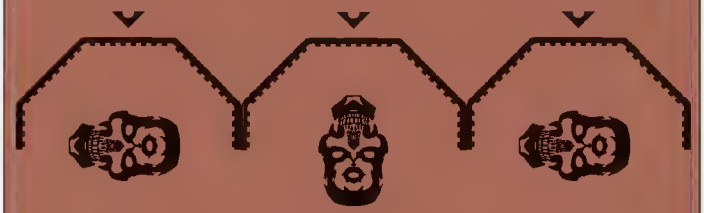
Go to:

DANSE MACABRE

You dance past the empty white domicile, its rows of quarantine cells looking at you like the eyes of a long-dead bug. MOVE ON! MOVE ON! You realize you returned to your senses after you separated from the Dance. Perhaps other bodies can do the same? NO! WE ARE ONE!

The cells could be a good place to keep the bodies until their mental link is severed, but most doors are jammed open or completely rusted. You'd need something to seal the cells with.

If you **have** three parts of the **"Separation"** status, go to:



Otherwise, choose one:

- **Seal some of your bodies in cells** (pay 1 Volition, requires a red marker on the Danse Macabre model base) – remove a marker from the Danse Macabre model base and gain one part of the **"Separation"** status. Go back to the start of this section.
- **Leave** – Exploration ends.

435 Impenetrable Domicile

You are now inside what appears to be an small city built within a city. Small houses and barracks entirely fill the space between the towering white walls, leaving only narrow streets and one small plaza to travel through. A couple of places here immediately draw your attention...

If you **have** at least three parts of the **"Sequestered District"** status, you may go to Verse 4. Otherwise, choose one:

- **Visit the administrative building** – go to Verse 7.
- **Enter the infirmary** – go to Verse 5.
- **Search the living quarters** – go to Verse 1.
- **Visit the graveyard** – go to Verse 6.
- **Leave** – Exploration ends.

1

You're not sure whether you'd like to meet any more creatures like the gatekeeper of this place. Still, you are disappointed to discover all the living spaces in the district are empty. Some of them went out of use a very long time ago. Some considerably shorter, as if the population of this place slowly dwindled down.

Gain the **"Sequestered District"** part **3** status. If you **have** the **"Survivalist"** part **3** status, go back to the start of this Location. Otherwise, read on:

At least you manage to find some specialized clothes and masks that the denizens of this place used to protect themselves from the plague.

Gain the **"Purge Suit"** Ancient Item if you **don't have** it yet and gain the **"Survivalist"** part **3** status. Go back to the start of this Location.

2

There's something in here!

If you **don't have** the **"Horrors of Camlann"** part **1** status, draw and resolve the **"Plaguebeast"** gray Encounter (difficulty 5). Gain the **"Horrors of Camlann"** status.

Go to Verse 5.

3

The most promising cure discovered by the plague doctors of the Red Empire included filling your body with a concoction of pungent alchemical mixtures, administered with large brass syringes. For some reason, the patients who received the injections were strapped to the tables for the duration of the process.

- **Blood cleansing** (requires all Characters, pay 1 per Character, only if you **don't have** the **"Blood Cleansing"** status) – each Character loses one point of a chosen Attribute and gains 2 . Lose 8 Miasma. Gain the **"Blood Cleansing"** status. Exploration ends.
- **Reconsider** – go to Verse 5.

4

Go to:

5

Though from the outside this place looks like a small hospital, inside you quickly discover no sick were treated here. Instead of beds, the place is full of dissecting tables, alchemical apparatuses and glass jars, in which various creatures float, all showing signs of the advanced stages of the Red Death. Once, a large group of scholars must have worked here, trying to find a cure for the plague. Fortunately, they were very meticulous in their book-keeping. Reading their notes, you discover they were working on several promising treatments, when the entries abruptly stopped.

Gain the **"Sequestered District"** part **2** status if you **don't have** it yet. Choose one:

- **Attempt one of the treatments** (only if you **don't have** the **"Blood Cleansing"** status) – the treatment will work only once per campaign, reducing your Miasma for a heavy price! Go to Verse 3.
- **Go to the cellars under the infirmary** – go to Verse 2.
- **Go somewhere else** – go back to the start of this Location.

6

To save precious space within the walls, the dead were buried in simple stone sarcophagi, stacked one on top of another until they created high walls, connected with wooden floors and narrow stairways that provided access to all of them, regardless of the height.

Seeing they are still sturdy, you climb them without fear, until you reach the top layers. There, you discover a troubling fact. Though you can't understand the dates used in the inscriptions, it would seem that the burials stopped abruptly in a single year, in a single month...

Gain the **"Sequestered District"** part **4** status. Go back to the start of this Location.

7

The largest building in the central square has an ornamental facade with warriors of the Red Empire carrying a tympanum that depicts harrowing scenes from the times of the plague. Inside, you quickly discover it was a form of town hall, full of official records and chronicles.

The details of the town hall's books are very troubling. The book that registered births and deaths shows that in the first years after beating the plague, the population grew rapidly. But then, everything ended. At one moment, births stopped, and so did the deaths. At first you think that was the moment when they stopped updating the census, but then you notice other ledgers keep going on, with dates a century or two later than the last recorded birth. How is that possible?

Then, you discover another list, one that recorded which homes of the domicile were occupied by whom. The list of names and houses didn't change for decades. Then, the houses began to rapidly empty. The same notation repeats next to the crossed-out names of their occupants: "Taken by the Eternal Dance".

Gain the **"Chronicles of the Plague"** part **7** status.

Gain the **"Sequestered District"** part **1** status. If you **have** Secret card **106**, go back to the start of this Location. Otherwise, read on:

As you read through the documents, trying to piece together what happened in this place, a small note falls out instructions for the keepers of a nearby ceremonial site, called "Arthur's Mausoleum".

Gain the **"Faded Note"** Secret card (**106**). Go back to the start of this Location.

A wide, long bridge leads over the moat to the gates of Castle Camelot, carrying the weight of many goldsmith's shops and stores that once offered luxurious wares to nobility that flocked to the castle from all over the land. Back in those days, each square foot of this bridge was worth more than a large farm, but now the tightly packed, elegant houses are all abandoned, and shrouded in miasma so thick it makes your eyes water.

If you **don't have** Secret card **104**, **110**, or **112**, go to Verse 5. Otherwise, choose one:

- **Enter Castle Camelot** (requires all Characters) – go to Verse 1.
- **Loot the stores of the Golden Alley** – go to Verse 3.
- **Leave** – Exploration ends.

1

Safe from Miasma, you approach the giant gate. You never thought you'd get this far, but here you are entering the long-forgotten heart of Arthur's empire, where his throne and the original Round Table are. And who knows what else...

Place Location **490** (**"Castle Camelot"**) on the table and move all Characters there.

Find and resolve the **Chapter 6**: **Part 3** card. Explore **"Castle Camelot"** for free.

2

Go to:

3

Every workshop and every store along the bridge is packed full of ancient items in pristine condition. The same miasma that prevented you from entering made the area impassable to looters. Amazed, you walk through goldsmith's workshops, still full of gold and diamonds, and you browse through the finest wares the Homelands had to offer all abandoned in a hurry when Camelot evacuated.

Only when you stuff your pockets with gold and gems, a sudden realization comes: what good is it here, in the heart of dead Camlann?

If you **don't have** the **"Valuables"** part **4** status, gain 10 Wealth, Secret card **40**, two Ancient Items, and any three non-Companion Items available in the Item deck. Then, gain part **4** of the **"Valuables"** status.

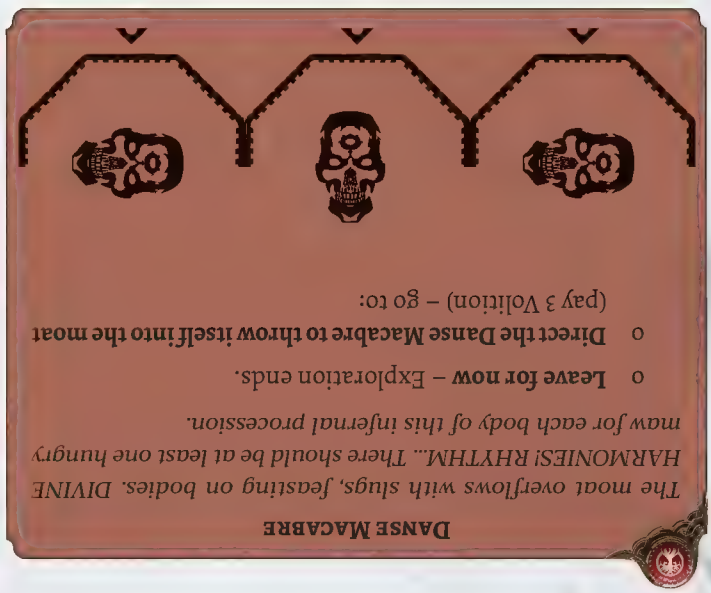
Exploration ends.

5

With every step, the miasma seems denser and denser, burning your lungs and causing your last meal to slowly inch its way up your throat.

Hoping for a breath of fresh air, you walk up to the bannister – and immediately recoil, repulsed by the smell. Below you, hundreds of giant, fat miasmatic slugs crawl in the shallow water of the moat, over the bloated corpses of the dead that were thrown here by the cartful. Orange mist rises from them, so thick you could slice it.

If you're playing **Chapter 4**: **Part 2**, go to Verse 2. Otherwise, Exploration ends.


DANSE MACABRE
The moat overflows with slugs, feasting on bodies. DIVINE HARMONIES! RHYTHM... There should be at least one hungry maw for each body of this infernal procession.
Leave for now – Exploration ends.
Direct the Danse Macabre to throw itself into the moat
(pay 3 Volition) – go to:

440 Blood-Red Wetland

Low, broad trees stoop over meandering, wide rivers. Lush swampland grass hides skittering creatures under its heavy blades. Red leaves cover the murky water.

Several tents made of human skins almost blend into this scenery. Hunters and warriors wander or train between them – one of the groups seems to be commanded by a child, not older than six years. Then, you notice something else that makes you recoil: a man tied to a clay altar, bleeding from an opened stomach. He hums in a low, strong tone.

- **Enter the camp** – go to Verse 1.
- **Stroll through the marsh** – go to Verse 5.
- **Row back to Camlann** (requires all Characters, pay 2 per Character) – go to Verse 8.
- **Check the ruckus at the riverside** (only available in **Chapters 6-7**) – go to Verse 10.
- **Leave** – Exploration ends.

1

A group of villagers waves at their scouts, as they set off to Camlann. A group of hunters guts a strange animal. The child pats a middle-aged woman on her back, clearly appreciating her progress in training.

- **Speak with the child** – go to Verse 4.
- **Speak with the hunters** – go to Verse 7.
- **Barter with the Picts** – go to Verse 3.
- **Leave** – go back to the start of this Location and make another choice.

2

You don't understand much of the boy's answer, but you're sure that it has something with the growths on the back of the Picts' necks, and that you have to speak with their queen first.

Go back to Verse 4.

3

The Picts aren't interested in trading unless you can offer them some weapons.

Each Party member may discard 1 **"Weapon"** Item to gain 3 Food or 3 Wealth (any number of times). Then, Exploration ends.

4

If you understand correctly, the child is in command of this encampment. He tells you he'll try to answer all your questions.

- **Ask about himself** – go to Verse 6.
- **Ask about the man bleeding out on the altar** – go to Verse 12.
- **Ask about current events** (only available in **Chapter 5**) – go to Verse 14.
- **Ask how the Picts deal with miasma** (only available in **Chapter 5**) – go to Verse 2.
- **Ask about the green-eyed Pictish scout** (only available in **Chapter 5**) – go to Verse 15.
- **Leave** – go back to Verse 1 and make another choice.

5

As you move deeper into the marsh, you find more and more hideous altars: dead, beheaded animals swinging on rusted chains, human teeth beaded on copper strings, and, what disturbs you the most, dead human babies lying on piled stones – their little bodies unscathed and avoided by animals.

Each Party member gains 1 .

Roll a die and add your . Check your final result:

1-3 – *You only want to escape these haunted woods.* Exploration ends.

4-6 – *Some of the fruits here appear edible.* Gain 1 Food per Party member. Exploration ends.

7+ – If you **don't have** the **"Picts"** part **4** status, go to Verse 13. Otherwise, gain 1 Food per Party member. Exploration ends.

6

He misunderstood your question or decided to avoid it. Instead, he tells you his queen is a great woman and warrior, better than her predecessor. She's ruled for only several dozen years, but her reign has brought much good to the Picts. If she continues that, she should rule for hundreds of years.

Go back to Verse 4.

7

The hunters look at you suspiciously and mumble something among themselves. Finally, one of them tells you that you remind them of the citizens of the Red Empire they fought for centuries. Still, the fact you're not a part of the dancing procession like the rest of the "city-dwellers" is remarkable enough to give you a chance.

If you **don't have** the **"Picts"** part **4** status, go to Verse 11.

Otherwise, they advise you to speak with their commander and point at the child – go back to the start of this Location and make another choice.

8

Your arms ache at the thought of the hours of rowing...

Discard all Location cards. Place Location **432** (**"Waterworks"**) on the table and place all Characters in this Location. Attach all Locations connected to **"Waterworks"**. Exploration ends.

9

You carefully descend into the pit and, as delicately as you can, you pull out the wounded woman. She barely bleeds from gaping wounds in her thighs and chest. She grunts something, but you can't understand what exactly. You carry her to the encampment. The Picts meet you with joy and one of the hunters, a woman with scarred hands, thanks you dearly. You can't help but notice she keeps referring to the wounded scout as her "grandfather", despite the scout's apparent gender, and despite the fact that the scout looks at least a couple of years younger than her.

Gain the **"Picts"** part **4** status and 4 Rep per Character. Exploration ends.

10

A longship docks at the riverbank. Picts bustle about the gangway, unloading crates and heavy sacks of loot. Everyone talks and gestures so fast that you only understand some shreds of information: territories around the mouth of this river are still abandoned – there are too many beasts and abominations, and miasma drove almost every other creature away. The next expedition is scheduled in a year, to see if anything changes.

You watch the ship curiously. It looks no flimsier than many smaller craft that found their way to Avalon. Perhaps you could barter it from the Picts and use it to return home – but not until your business in Camlann is concluded.

Gain the **"Picts"** part **5** status. Exploration ends.

11

A woman with scars on her hands asks you to find her friend who has gone missing. It was around two months ago, and she's started worrying. So far, she's failed to find him, so if you happen to meet him, tell him to go back to the camp.

New Task: Find a lost Pict somewhere in the marsh.

Go back to the start of this Location and make another choice.

12

The child only tells you this man waits for his turn. The sacred way he does it expresses his love for the goddess.

Go back to Verse 4.

13

When crossing dangerous terrain, full of deadfalls and other traps, you hear rustling in one of the pits and go there to put the suffering animal out of its misery. To your surprise, you find a woman in there, several bloodied stakes sticking out her body. She looks at you and smiles apologetically.

- **Help the woman** (pay 1) – go to Verse 9.
- **Run away** – *She shouldn't be alive. It could be an abomination or a monster.* Exploration ends.

14

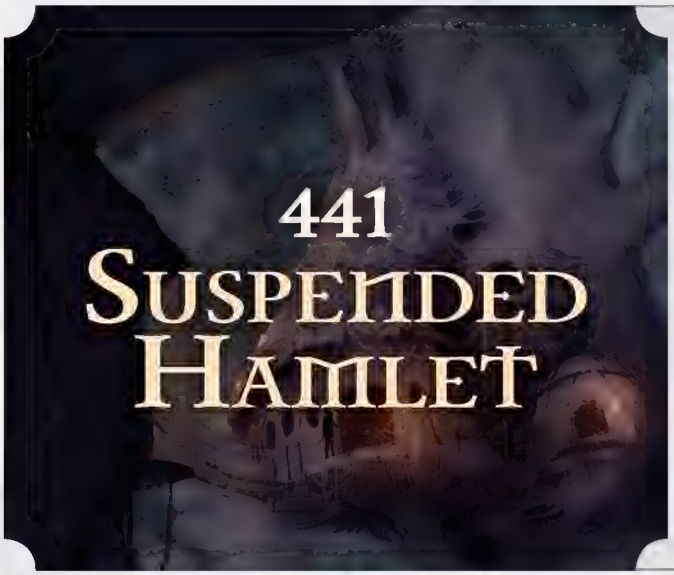
Nothing interesting happened in the last two years – still the same raids of beasts from Camlann and tensions in relations with the Fomorians. What most people here look forward to is the expected return of their ship that journeyed south, to where the river meets the sea.

Go back to Verse 4.

15

The boy looks at you in silence, as if the very idea that you don't know about the goddess seemed strange to him. Then, he tells you that you will meet her sooner or later.

Go back to Verse 4.



441 Suspended Hamlet

The settlement occupies a small pine forest in the shadow of a mountain, its peaks hidden in clouds. From the oldest trees, structures resembling wasp nests hang made of dark clay, they serve as homes to Picts.

In the area where the forest ends, several wide pits are guarded by warriors with large shields and long spears they seem to be protecting the village against something inside the holes. Higher, at the mountain slope, there are several furnaces where the clay is baked and a large, stone building painted with blood.

- **Approach the pits** – go to Verse 4.
- **Walk around the settlement** – go to Verse 1.
- **Enter the stone building** (only available in **Chapter 5**, requires the **"Picts"** part **6** status) – go to Verse 8.
- **Leave** – Exploration ends.

1

As you stroll under the hanging houses, you notice heads dangling by their hair from the walls they are well preserved, but not shrunken like the ones you had on Avalon. Many Picts here look at you curiously and seem interested in talking to you.

- **Ask about the city higher in the mountains** – go to Verse 12.
- **Ask about Camlann** – go to Verse 2.
- **Ask about the Pict you met in the city** (only available in **Chapters 5-6**) – go to Verse 3.
- **Approach a cage** (only if you **don't have** the **"Picts"** part **9** status and you **don't have** the **"Benefactor"** part **2** status) – *A man is held in there.* Go to Verse 6.
- **Leave** – go back to the start of this Location and make another choice.

2

The Pict probably didn't understand you well, as she starts speaking about the Red Empire. She remembers the end of the brutal war, when all people in the city went mad because of miasma. Soon, all of them became one, mindless mass.

Go back to Verse 1.

3

Everyone is sure that among the scouts there is no one-eared woman. Some suggest that you might be looking for someone else, but when you ask what they mean by that, they don't answer.

Go back to Verse 1.

4

The guards don't mind you at all which confirms your assumption they aren't protecting these pits. Inside, you see fat miasmatic slugs restrained by thick ropes. Picts in leather masks that cover their faces and the growths on their necks milk the slugs and gather the liquid miasma into clay jars.

If you **don't have** the **"Picts"** part **8** status, go to Verse 7. Otherwise, there is nothing for you to do here – go back to the start of this Location and make another choice.

6

The man in the cage was tortured, you can tell without doubt. Someone cut off several of his fingers, and his gaping wounds are kept open by iron hooks. He's connected with a leather tube to a jar containing thick, brown sludge.

He calls out to you, in a language similar to yours definitely more intelligible than the Pictish grumbling.

"Help me out of there these people are monsters," he whispers. "Open the cage, break my chains. I'll go back to Camlann. The dance, it calls me. Even here, I can hear the music."

- **Help the man** – go to Verse 9.
- **Inform the Picts about his escape attempt** – go to Verse 11.
- **Ignore this situation** – Exploration ends.

7

As you gawk at the creatures in the pit, a woman bleeding from her index finger approaches you she carries a white stone slate with symbols and letters written with blood. Her lips are only partly stitched so that she can speak almost normally.

She has a request she wants you to enter the pit and wait there for a while. Then, she wants to examine your bodies you are not from the Red Empire, you're not Picts, and you're not Fomorians. She hasn't had an opportunity to study anyone who wasn't affected by miasma for their entire life, so you would be a perfect specimen for that.

- **Agree to help her and enter the pit** (this will increase your Miasma) – go to Verse 10.
- **Decline** – Exploration ends.

8

A pair of guards grin at you with their lipless mouths. It doesn't seem they were lost due to an incident, and rather due to a conscious act. They let you in without a word.

A man with his hands covered in blood sits on a clay chair you notice he doesn't have the external lungs. A young girl with a bandaged neck lies on the table next to him. She tries to open her sewn lips in order to catch a breath, but she can't her nostrils are also sealed.

"She has to get used to her new state and stop struggling, or she will die. Her last life was in the high caste," he adds without any emotion.

- **Leave** – *You're not ready for this.* Exploration ends.
- **Decide to go through the procedure** (requires all Characters; this will end your Chapter) – *It seems horrible, but it's the only way.* Go to:

9

You look around and, when you see that the area is clear of dangers, you open the cage and free the man. He rips off the tube and hooks, wincing in pain. He thanks you briefly and runs away, promising you a reward in Camlann.

Gain the **"Benefactor"** part **2** status. Each Party member gains 1 Exp and loses 1 . Exploration ends.

10

The guards put a harness on you and lower you around half the depth. You immediately choke on miasma emanating from the bound slug. Some of its feelers point directly at you and spray you with a toxic discharge. Soon, you lose consciousness.

When you wake up, you notice several wounds on your arm and some glass vials filled with blood. You feel horrible you can't focus, and your body's in pain. The woman who asked you to do this gives you some bitter brew.

Soon, you feel a little better, and the woman thanks you for your help. Also, she has a small reward for you.

Gain 2 Miasma. Gain the **"Picts"** part **8** status. Each Party member gains 2 and loses 2 (to a minimum of 1). Then, choose one:

- **Take the artifact from Camlann** – gain 1 Ancient Item.
- **Take the Pictish magical powders** – gain 10 Magic.
- **Take food** – each Party member gains 5 Food.

Exploration ends.

11

You call a worker nearby, who approaches quickly. He thanks you with a hand gesture and goes to alert the keepers about the prisoner's plot to escape.

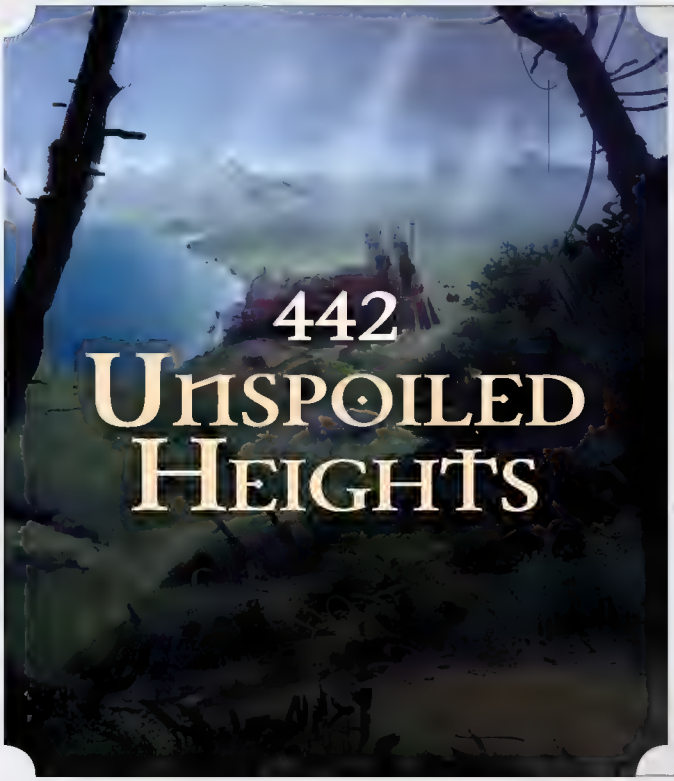
Gain the **"Benefactor"** part **1** status and the **"Picts"** part **9** status. Exploration ends.

12

You learn the higher city, up on the mountainside, was never tainted with miasma. The high caste lives there, without mutilations that would protect them from miasma.

You learn everyone gets there once every three lives you're not sure if you understood this explanation correctly. There are some exceptions to this rule, but only rare ones. The last one was the current queen she was exalted from the lower caste around fifty years ago, for her great services in opening Camlann to Pictish raiding parties.

Go back to Verse 1.



442 Unspoiled Heights

The air is cool and fresh up here. It's a pleasant change from the damp and earthy smell of the lower lands. The city is certainly more human than the settlement below – the buildings are more natural, forming short brochs or stone cabins. There are no dying and bleeding animals or people, and the Picts... You notice that almost no one here has these strange growths at the back of their necks, and the only weapons they carry are small daggers with serrated blades.

- **Speak with the queen** – go to Verse 5.
- **Watch Camlann from afar** – *You can see its roofs and towers when the weather is good.* Go to Verse 2.
- **Explore the city** – go to Verse 1.
- **Recover in the clean, mountain air** (requires all Characters, pay 2 Rep per Character, this will end your day) – *The Picts are not exactly a welcoming sort, but they can repay the debt by feeding and housing you long enough for some effects of Miasma to wear off.* Go to Verse 9.
- **Move to the secret location** (only if Location **443** is revealed) – Move all Party members to Location **443** and Explore it for free.
- **Leave** – Exploration ends.

1

Almost every stone in the city has an engraving that depicts a heart, a snake, or a blood sacrifice. They are intricate and beautiful, but also unsettling when you think about the things you saw at the foot of the mountain and in the forest. Also, the thresholds of all buildings are sprayed with blood. In contrast to the surroundings, people seem kind and helpful and are willing to speak with you.

- **Speak about Camlann** – go to Verse 6.
- **Ask how to survive in miasma** – go to Verse 11.
- **Try to find the one-eared scout** (only available in **Chapters 5-6**) – *You hope the girl you helped in the Port District eventually returned home.* Go to Verse 3.
- **Knock on a random door** (only if you **don't have** the **"Trespasser"** status) – *You hear strange voices from inside, including a language you don't recognize.* Go to Verse 7.
- **Enter the secret site** (requires the **"Lay of the Land"** part **7** status) – go to Verse 13.
- **Leave** – go back to the start of this Location and make another choice.

2

If not for the orange miasma shrouding the city, Camlann would be a beautiful place. The white dome of the votive temple shines brightly in the sun, the high-arched bridge leading to Camelot carries tall, colorful tenements... And the castle alone – more majestic than Avalon's counterpart with one tower rising to the clouds. You would like to see where the horrific procession is now, but it's too far away.

Go back to the start of this Location and make another choice.

3

No one knows anything about the woman you met in Camlann – some claim they know every Pict, and there is no one-eared scout alive today's society. Is it even possible they all know each other? Their tribe or community is rather large and scattered around the vast forest and mountains...

Go back to Verse 1.

4

You tell the queen about the island, Fore-dwellers, and the wyrdness. After hearing this, she seems happy that her people decided to stay in the Homelands – at least they still have their goddess to care for them.

Go back to Verse 10.

5

If you **have** part **4**, **7**, **8**, or **9** of the **"Picts"** status, go to Verse 10.

Otherwise, you are not allowed into the throne room – go back to the start of this Location and make another choice.

6

"This city is damned," a woman with a strange accent says. She speaks almost normally, as she doesn't have her mouth sewn. "What I know from our history is that Camlann tried to fight the plague and its creatures with their white fortifications and their heavily armored guards. They tried to spread their "Empire" and waged war against us and the Fomorians. When the next plague struck, the plague of life, they tried to fight it with this foul miasma – I still remember those dark days. It made their minds twist, and eventually, they all went insane, prancing up and down their city in a never-ending dance. We still try to right their wrongs."

If you **don't have** the **"Chronicles of the Plague"** part **6** status, gain 1 Exp and this status. Go back to Verse 1.

7

The voices go silent, and the door opens after a while. The round, ascetic interior of the broch appears before your eyes – inside, an aged woman with white hair and only two fingers on her left hand looks at you. "Go away, stranger. Don't disturb this house."

Gain the **"Trespasser"** status.

- **Leave** – go back to the start of this Location and make another choice.
- **Ask about the strange voices** – go to Verse 14.

8

The queen points at her sealed mouth and then at the fleshy growths on her neck.

"Goddess's lungs. She protects us from miasma," her servant translates. "Acquiring them isn't pleasant, but you can get them if you want visit the stone building in the settlement at the foot of the mountain. The guards will let you in."

Gain the **"Picts"** part **6** status. Go back to Verse 10.

9

If you **have** the **"Air Cleansing"** status, the Picts do not allow you to stay; Exploration ends. Otherwise, read on:

You spend a couple of days in a small stone house just above the edge of the miasma. Healthy air and Pictish food restore some of your strength.

Gain the **"Air Cleansing"** status. Lose 4 Miasma. Each Character gains 1 Food and Passes for the rest of the day. Exploration ends.

10

You enter a low, stone building. It smells of blood, grease lamps, and juniper berries. Around the throne made of stone and bones stand a dozen people, all of them missing a finger or two. They talk among themselves and with the queen, who does not sit, but strolls between them. Despite her age, she has an aura of power about her, wearing a crimson dress with copper jewelry and a leather crown atop white hair that shades her eyes the crown has many fingers attached to it, many of them dried, some still fresh. Still, you can see the intense green color of her eyes. Her mouth and nostrils sewn, and her neck has the external lungs she is the only member of the high cast you've seen bear these modifications.

The queen approaches you slowly and greets you with a series of gestures and grunts. Her servant translates: "The queen welcomes you dearly and wants to speak with you." What follows is a series of detailed questions about your travels.

- **Answer her questions about Avalon** – go to Verse 4.
- **She asks about your encounter with the Danse Macabre** – go to Verse 12.
- **Ask her about the scout you met in Camlann** (requires the **"Picts"** part **1** status) – go to Verse 15.
- **Ask her how they endure the miasma** (only available in **Chapter 5**) – go to Verse 8.
- **Leave** – Exploration ends.
- **She wants to tell you something** (requires at least **4** parts of the **"Picts"** status) – go to:

11

"Each of us takes the procedure of adaptation every two of three life cycles. Except for the queen, of course," a man with one eye and many scars on his hands explains. "Our queen decides when the transformation should take place, and it's performed only at her wish. You certainly saw men and women with the goddess's lungs the growths on their necks." The man scratches his nape as if he remembers how they feel. "Up here, we don't need them, as miasma has never reached this place."

Go back to Verse 1.

12

You recount your meeting with the Danse Macabre, your hazy memories of what came after, and your eventual salvation. She listens to you with utmost attention.

Gain the **"Picts"** part **10** status. Go back to Verse 10.

13

If the **"Radiant Temple"** Location (**443**) is not revealed, attach it to the bottom edge of this Location. Move all Characters there and Explore this Location for free.

14

The woman sighs. "Maybe you'll help me in this matter. An outsider's view can be useful. Come in."

The woman leads you to the higher floor, and, to your surprise, you see a Fomorian there. It sits on the floor, drinking something from a metal tube. When it notices you, tentacles around its arm twitch. The woman quickly says something in a language you cannot understand, and the Fomorian relaxes.

"We're talking about the plaza with dozens of staked Red Imperials that is currently in our part of Camlann's ruins. Before the ambassador speaks with the queen, we want to share our thoughts on this area. Do you think we, Picts, should relinquish these grounds in exchange for the temple with the white dome? You were there if I'm not mistaken, so you should know what I'm talking about."

- **Refuse to help** – *You don't want to meddle with their diplomacy.* Exploration ends.
- **Encourage the Picts to keep the Penance Grounds** – go to:

- **Tell her the Penance Grounds are useless, contrary to the temple** – go to:

15

You ask the queen if she knows anything about the one-eared, green-eyed scout, because you want to find her and thank her for the help. She claims she does not know this young scout, but adds that the scout would undoubtedly be delighted to hear your thanks.

Go back to Verse 10.

443 Radiant Temple

If you **don't have** the **"Death to Birth"** status, go to Verse 1. Otherwise, read on:

All corridors are well lit, though you wish they weren't, and for the darkness to obscure the bloody sacrifices in the alcoves to the left and right. Dead animals, streams of blood, parts of human bodies – all vibrant red. The sight sinks into your mind so deeply even closing eyes doesn't help. Some Picts wander through the tunnel, undisturbed by the surroundings or sudden cries echoing from many chambers.

- **Speak with the Picts** – go to Verse 2.
- **Pray to the Pictish goddess** (requires the **"Converts"** part **1** status) – go to Verse 5.
- **Leave** – move all Party members back to the **"Unspoiled Heights"** Location (**442**). Exploration ends.

1

You move through radiant corridors, intoxicated by the smell of burning oil, the scent of blood, and the flickering lights. You pass a statue made of human heads tied by the hair and enter a low chamber, where several Picts kneel before an altar. A woman, lying atop the altar, is giving birth. Another, elderly woman with wrinkled hands and white hair, assists her with delivery.

One of the kneeling figures notices you, and forcefully grabs you by the wrist to make you kneel. He presses a finger to his lips in a universal symbol of silence.

You wait on the ground, unsure if you should be here or look at this alien scene. When you're ready to stand up and leave, something happens. The silent woman lets out a single cry, and the child is born – a beautiful and disgusting sight at the same time. The child does not move or even breathe. It seems as immobile as a doll. The midwife lays the child on the cold stone and draws out a knife. You spring into action, but stop when the woman slits her own throat. As she collapses, the child starts swinging its arms and babbling. You're not sure what happened here. You have to leave this place and get some fresh air, before you are able to return.

Each Party member gains 1. Gain the **"Death to Birth"** status. Exploration ends.

2

Many people you encounter seem to be too busy to speak with you – they pray, make sacrifices, or perform strange rituals. Others look ready to talk to you.

- **Ask about the birth you saw** – go to Verse 6.
- **Learn more about their goddess** – go to Verse 4.
- **Leave** – go back to the start of this Location and make another choice.

4

You learn that they found her when everything was lost. The one who was cast down. The one who was forgotten. She helped them with miasma, the madness of immortality, and everything else. Before they tell you more, they need to see if you are capable of truly understanding their religion. They ask you a series of test questions.

If you **have** 4 or more , go to Verse 8. Otherwise, they are not satisfied – Exploration ends.

5

You ask about a room where you may pray, and you're led to a bright room. Several lines on the wall make a silhouette of a woman surrounded by rays of light. Or maybe arrows? You're not sure. Many bowls, some empty, some full of blood or flesh, lie under the wall.

You don't know what to do next, so you look at the painting and think about what you know about Picts and their customs. Then, you hear a whisper in your mind: "Words are meaningless. Blood is what matters. Blood and faith."

- **Leave this place** – *You shouldn't betray your gods.* Exploration ends.
- **Let the blood out** (requires all Characters; each Party member loses 2) – go to:

6

"Birth?" the woman you talk to asks. "Do not insult us. It was nothing like it. Birth is a simple act of producing a small body that serves no one. This was a wonderful ritual of the passing of life. Our souls don't have any place to go, ever since the path to the afterlife broke, since the human king invaded the Island of Souls and defeated its keepers. There are no new souls coming. So, we made our own, smaller cycle."

Is it true? Did your actions on Avalon truly upset some eternal order of things, that made people unable to truly die or be born? The very thought of that is terrifying.

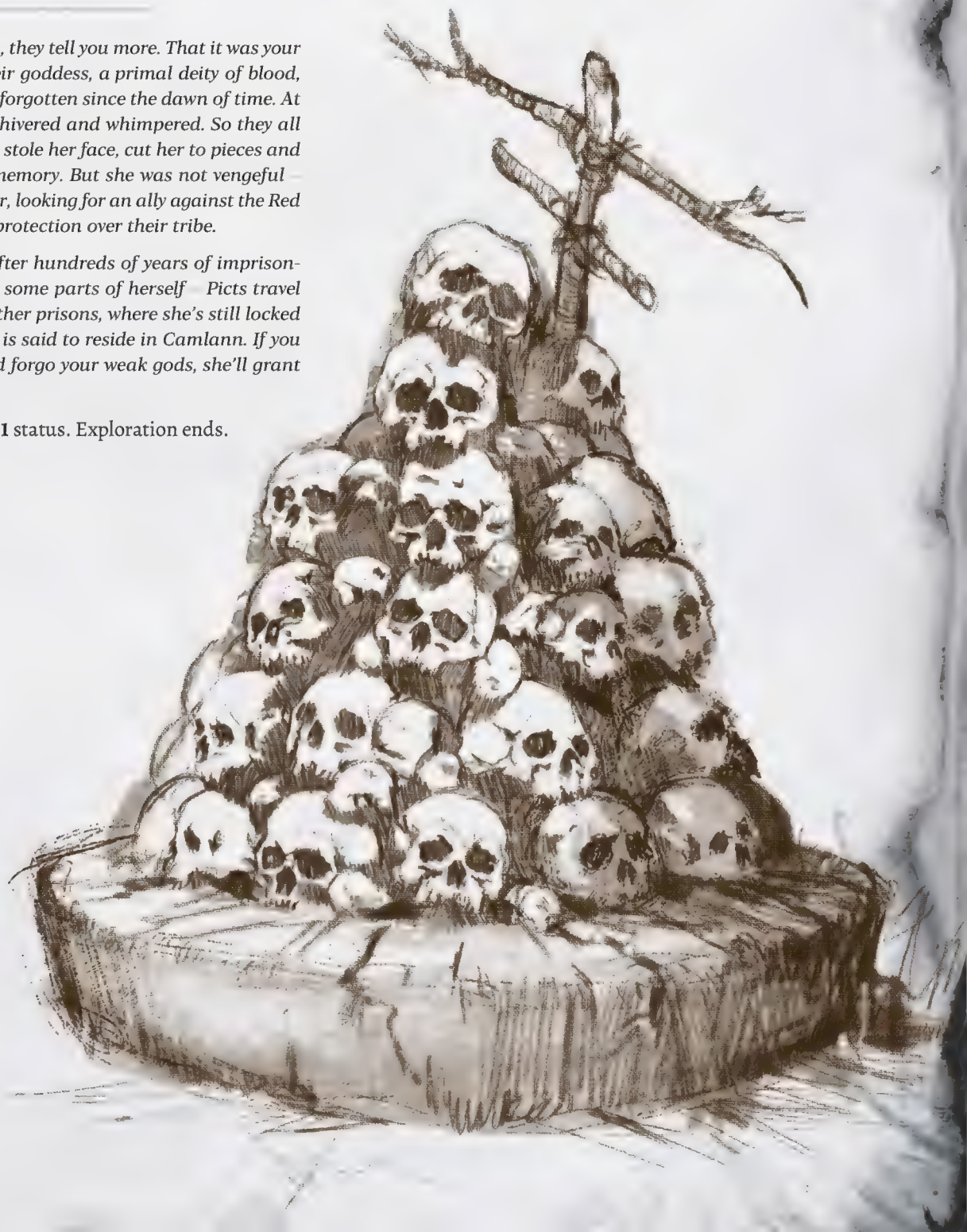
Each Party member with 3 or more gains 1. Go back to Verse 2.

8

Satisfied with your stories, they tell you more. That it was your gods who imprisoned their goddess, a primal deity of blood, birth and death – almost forgotten since the dawn of time. At the thought of her, they shivered and whimpered. So they all allied for a brief moment, stole her face, cut her to pieces and wiped her from human memory. But she was not vengeful – when the Picts released her, looking for an ally against the Red Death, she extended her protection over their tribe.

However, she was weak after hundreds of years of imprisonment, and she still needs some parts of herself – Picts travel the world searching for other prisons, where she's still locked up, and one of her pieces is said to reside in Camlann. If you devote yourself to her and forgo your weak gods, she'll grant you her blessing.

Gain the **"Converts"** part **1** status. Exploration ends.



450 Withering Plantation

Large plantations stretch as far as the eye can see. Tall Fomorians wielding lashes and clubs oversee hunched Firbolgs who try to cultivate withering plants. However, not all crops fail to grow small patches of land are covered with lush peas and beets.

The sea, visible in the distance, is red from algae. Several cages float on the water, each of them containing a Firbolg with a swollen body, and red blisters and cysts that grow over each fragment of their skin. The Red Death! No wonder they're kept away from the others.

- **Examine the crops** – go to Verse 2.
- **Observe the Firbolgs in cages** – go to Verse 3.
- **Ask about the Fomorian explorer** (only available in **Chapter 5**, requires the **"First Contact"** part **2** status) – *You hope the scholar you met in the Votive Temple made it home, eventually.* Go to Verse 1.
- **Ask about the diseased Firbolgs** – go to Verse 6.
- **Speak with the Firbolgs in masks** (only available in **Chapter 5**) – *Some of them wear their elaborate rebreathers.* Go to Verse 5.
- **Return to Camlann** (requires all Characters, pay 2 per Character) – *This will be a long and arduous return trip, but you think you can manage without Firbolg guides.* Go to Verse 7.
- **Leave** – Exploration ends.

1

The Fomorian you try to speak with has problems understanding you and with using your language. You have a feeling it mistakes you for a Pict, and that's the main source of their reluctance.

But when you try other Fomorians or even Firbolgs, you learn nothing about the Fomorian explorer who helped you escape from the Danse Macabre.

Go back to the start of this Location and make another choice.

2

If you're playing **Arev** and don't have the **"Unique Perspective"** part **8** status, go to Verse 8.

You discover the crops fare poorly because of decisions made by the Fomorian masters, and Firbolgs just follow their orders. Fomorians try to grow plants on the sand, and even attempt to cultivate sea algae in freshwater puddles it's not strange that the results aren't impressive. They clearly know little about working the land.

On the other hand, the small patches of land near the slave hovels are tended only by Firbolgs. They use fertile soil, crafty forms of irrigation, and, above all, proper plants. It seems that they don't want to help the Fomorians at all and care only about themselves.

- **Teach the Fomorians about agriculture** – go to Verse 4.
- **Leave it be** – go back to the start of this Location and make another choice.

3

Firbolgs sleep in cages rocked by waves. You wonder if they serve some purpose or simply wait for death here. Suddenly, a Fomorian emerges near one of the pens and cuts one of the red blisters a thick, purple liquid flows out. The Fomorian gathers it into a vial and dives back into the sea. You wonder if they are working on a cure or maybe something else.

Go back to the start of this Location and make another choice.

4

At first, the Fomorians aren't interested in listening to you. They also ignore the fact that the Firbolgs' crops are better than theirs they explain that slaves' food isn't suitable for them. You can't argue with this, but still insist they should try at least using soil instead of sand and move their plantation inland so the seawater won't spoil the plants. They are suspicious why some humans give them advice, but they tell you they'll build an experimental plantation later.

Gain the **"Fomorians"** part **3** status. Exploration ends.

5

You can't communicate with the Firbolgs working on the plantations they don't understand you and don't want to talk. Those in masks don't have much time, as all of them depart to Camlann or come back from the city with reports for their Fomorian masters.

You catch one that hides behind a fence to rest for a moment. It doesn't respond to your questions, but points at the mask and then at the city.

Go back to the start of this Location and make another choice.

6

One of the Fomorian scholars is busy taking notes by the cages. Just like all scholars of all races, he's eager to talk about his work.

"This disease is fascinating! It doesn't affect aquatic creatures at all, so we can study it without danger. It's highly contagious, and we haven't found a cure yet, after all these years. It's probably the work of Avalonians," the engineer says, ignoring your surprised sigh. "But the interesting part is not what it can do, but what it can't. You see, the Red Death alone cannot be blamed for what you see today in Camlann. The things we fight in the city are something else entirely. A more... a fundamental flaw in reality, that affects humans, but not us, must have appeared. I guess this is what you get if you let lesser, younger races roam free on Avalon..."

Go back to the start of this Location and make another choice.

7

Discard all Locations. Place the **"Northern Portcullis"** Location (**428**) on the table and move all Characters there. Attach all connected Locations to the **"Northern Portcullis"**. Exploration ends.

8

When you notice the withering crops, you can't help but think about your curse. Is something similar tormenting these lands? You see that Firbolgs, like soldiers, work hard and listen to their masters' orders you doubt they secretly sabotage the fields. Dark magic must be afoot! Maybe you could find its source, and...

Then, you notice what should be obvious from the start. It's not a work of supernatural powers, but simple ignorance. The Fomorians don't know a thing about working the land. And as for you, you realize you haven't felt the effects of your curse since you made it to the Homelands. Maybe... it disappeared?

Arev gains 1 Exp and loses 1 . Gain the **"Unique Perspective"** part **8** status. Go to Verse 2.

Large, glass tunnels lead under the water, unraveling a new world — a wonderful, turquoise scenery of colorful fish and swaying kelp, that grows darker the deeper the tunnels go.

In the depths, only several bright, blue stones illuminate the crushing blackness, letting you see huge dark shapes sometimes moving on the other side of the glass. Firbolgs and a few Fomorians walking through this labyrinth of translucent corridors without fear. You ask them for directions to several nearby points of interest.

- **Go to the docks** – go to Verse 3.
- **Go to the underwater tavern** – go to Verse 8.
- **Ask about the Fomorian explorer** (requires the **"First Contact"** part **2** status) – go to Verse 1.
- **Leave** – Exploration ends.

1

You ask several Fomorians about their scholar who you met in Camlann, but most of them can't speak with you, and those who can, tell you they don't have the slightest idea why a Fomorian would help a human. You hear contempt in their voices as if helping you was dishonorable.

Go back to the start of this Location and make another choice.

2

You get only a short answer — to raze Avalon and defend against its dwellers. And as a reminder of wars with the Red Empire.

Go back to Verse 7.

3

The tunnels leading to the docks gradually ascend until you reach a water surface with a complicated, floating structure made of wood and supported on a coral reef. Large black iron galleys and other ships anchor there, swaying slowly on the waves. Dozens of Firbolgs bustle around riggings and decks, doing all the work the Fomorians treat as beneath them. Fomorians work too, but on more complicated tasks — they oversee the construction of new vessels, inspect ships, and prepare odd weaponry.

- **Speak with the quartermaster** – go to Verse 7.
- **Look at the ships** – go to Verse 6.
- **Approach the harbormaster** (only available in **Chapter 6**) – go to Verse 11.
- **Leave** – Exploration ends.

4

You decide it would be safer to mingle with the slaves. The Firbolgs give you some strange looks, but they don't seem to mind you, and some of them even move to offer you a place on their bench.

Each Party member may pay 1 Wealth to gain 1 Food.

Exploration ends.

5

The quartermaster won't sell anything to Fomorians' enemies unless you've proven useful.

If you **don't have** the **"Fomorians"** part **3**, **6**, **7**, or **9** status, go back to Verse 7. Otherwise, choose one:

- **Buy food** – pay 1 Wealth to gain 1 Food. Then, make another choice.
- **Sell food** – pay 2 Food to gain 1 Wealth. Then, make another choice.
- **Buy equipment** – draw the top 3 Item cards. You can buy any number of them for 3 Wealth each. Shuffle the rest back into the deck. Then, choose again – you may not pick this option anymore during this Exploration.
- **Buy relics from Camlann** (pay 10 Wealth, requires **2** or fewer parts of the **"Unique Wares"** status) – *There's only a limited stock of them.* Draw two Ancient Items and choose one. Gain one part of the **"Unique Wares"** status. Then, choose again – you may not pick this option anymore during this Exploration.
- **Sell equipment** – discard any number of Item cards and gain 1 Wealth for each. Then, make another choice.
- **Leave** – Exploration ends.

6

If you **have** the **"Fomorians"** part **1** status, go to Verse 9. Otherwise, read on.

You compare the Fomorian ships with the vessel that carried you to Camlann. They are so much larger. And all of them have ballistae and other weaponry that you wouldn't even know how to operate. Iron naval rams shine in the sunlight, each of them as large as a horse. You hope you never meet these vessels as your adversaries on the sea.

Go back to Verse 3.

7

The Fomorian in a helm with red plumes greets you in a broken language. It asks you to be quick, as it doesn't like humans mucking about its port.

- **Ask if there is some work for you here** – go to Verse 10.
- **Buy something** – go to Verse 5.
- **Ask about the fleet** – go to Verse 2.
- **Leave** – Exploration ends.

8

A large canteen where the dock workers eat their meals is partitioned into two rooms. In one, rows upon rows of sweaty Firbolgs eat their unappetizing mush. In the other, the lowest caste of Fomorian workers and soldiers sit on elegant chairs, tended to by many servants.

- **Sit with the Fomorians** – go to Verse 12.
- **Sit with the Firbolgs** – go to Verse 4.
- **Leave** – Exploration ends.

9

You recognize these ships. Their hulking presence makes you shiver as you remember the chaos when the black bolts rained down on your ship and sank it. Now, you see that you wouldn't have a chance even if you notice them before their ambush – equipped with huge sails and dozens of oars they would catch your puny vessel with ease, and the ballistae and iron naval rams would crush it without any problem – just like before.

Go back to Verse 3.

10

"I want not your work, humanspawn. You have nothing I want. Unless you want to sell the secrets of your four-armed masters, the Avalonians?"

The Fomorian seems to hate you for a reason. And... Avalonians? Does the quartermaster take you for Fore-dwellers' subjects?

- **Tell him everything you know about the Fore-dwellers** – go to Verse 15.
- **Decline** – go back to Verse 7.

11

The harbormaster is busy, as one of the ships sets sail soon, but he manages to have a word with you. You learn the ship heads toward Avalon to test the sea defenses of the Avalonians and their wyrdstone city, in preparations for the next war.

The fact the Fomorians seem capable of reaching Avalon fills you with hope. Perhaps, once your business in the city is concluded, you could convince them to take you back home?

Gain the **"Fomorians"** part **5** status. Exploration ends.

12

You decide to mingle with the masters of this place. As soon as you enter a part reserved for the Fomorians, you feel the heavy weight of their gazes. Some begin to talk in the hushed voices, and you have no doubt you are the subject of their whispers.

If you **don't have** at least one of the following **"Fomorians"** statuses: **3, 6, 7, 9**, go to Verse 13.

Otherwise, go to Verse 14.

13

Finally, a white-clad, majestic Fomorian in a golden mask stands up and rings a silver bell. A burly guard appears in the other entrance and rushes at you, eager to teach you a lesson for this transgression.

Draw and resolve a **"Fomorian Sentinel"** purple Encounter (Difficulty 5). Regardless of the result, Exploration ends.

14

You take your place, and the whispers eventually quiet down – even though the vitriolic gazes do not. Unfortunately, you quickly learn that the gummy, raw bits of deep sea creatures served here are not something you would gladly eat.

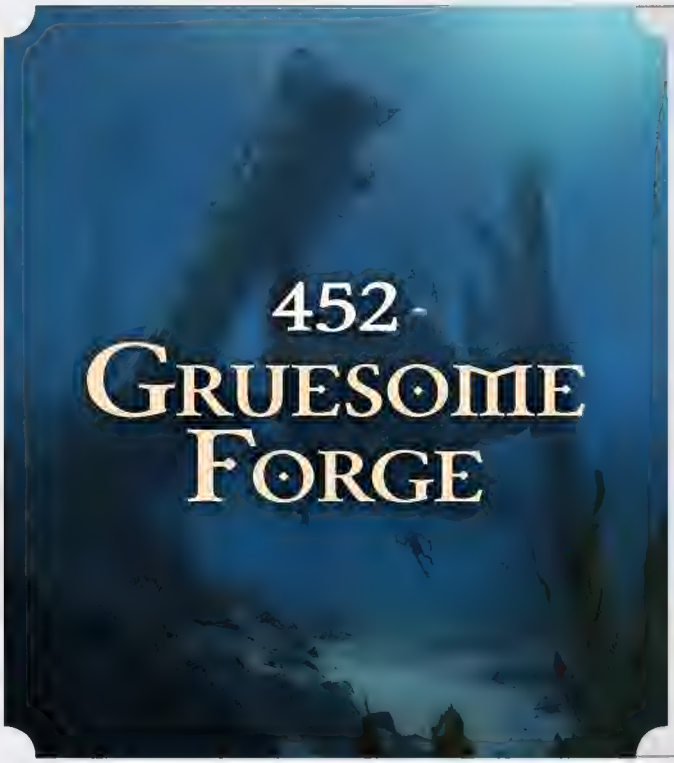
If there's no Time Token on this Location, each Party member may lose 1 to gain 1 Food. Place a Time Token on this Location.

Exploration ends.

15

You tell the quartermaster everything you know – about the wyrdness, Fore-dwellers, menhirs, Avalon's weather, and its southern and eastern coasts. During the conversation, you learn that Fomorians and Fore-dwellers have been fighting since they can remember, the former believing they were the first intelligent creatures on the face of this world, and that Avalon belongs to them by birthright. Fomorian ships are equipped with weapons capable of dispersing wyrdness for a short time, and the quartermaster wonders if they can make use of menhirs – if they manage to steal one, that is. What is strange to you, the quartermaster seems to constantly mistake humans for Fore-dweller slaves or subjects.

Gain the **"Fomorians"** part **6** status. Go back to Verse 7.



452 - Gruesome Forge

Terrifying blackness surrounds fragile, glass corridors – only small, blue stones illuminate your cramped surroundings. Creaking, hollow sounds reverberate around you. You feel as if the walls could crumble at any moment, burying you in crushing depths.

On the other side of the tunnel walls, you see schools of Fomorians in their natural habitat. They swim around massive, stone columns and drag heavy shells and metallic plates. Then, you notice enormous sea creatures tied to these columns – their dark skins blend with the black surroundings. Fomorians reshape them into terrifying killing machines – heavily armored crabs with siege towers and ballistae on their backs, snails the size of a shed with their shells carved so they can carry dozens of saddles, and other creatures you can't even name.

- **Roam the corridors** – go to Verse 4.
- **Speak with a Fomorian engineer** – go to Verse 1.
- **Visit the Firbolg infirmary** (only available in **Chapter 5** and requires all Characters; this will end your Chapter) – go to Verse 8.
- **Leave** – Exploration ends.

1

You're surprised to see a Fomorian inside the corridors, not in the water – it notes something on a wooden tablet and gestures to the workers on the other side of the glass, in the water. The Fomorian notices you and looks at you expectantly.

- **Ask about the glass tunnels** – go to Verse 6.
- **Leave** – go back to the start of this Location and make another choice.

2

Fomorians always seemed heavy and ponderous on land, but in the water, they are in their element – they swim with grace, they are efficient and beautiful. But their charm vanishes when you notice what exactly they are doing.

The blood of sea creatures taints the water when Fomorians drill into their carapaces, hack their skin and assemble machines on them. You observe as crabs turn into armored siege towers, turtles into wagons, and sharks into living oars for Fomorian galleys. They warp creatures not unlike wyrdness, but their work is a result of a conscious mind and dark science. It's all terrible, but also ingenious – an excellent way to produce military power without hurting their own people.

Still, it feels... wrong. Not to mention the fact you have trouble imagining WHY the Fomorians need such an army. Surely it's not for Camlann. Could it be that they prepare to conquer Avalon?

If you **don't have** the **"Perplexing Clues"** part **7** status, each Party member gains 1 Exp; gain the **"Perplexing Clues"** part **7** status. Exploration ends.

4

If you **don't have** the **"Firbolgs"** part **1** status, go to Verse 7. Otherwise, read on.

You can't let go of fear, as you cautiously look at the glass walls. Every creak makes you jump, each drop of water dripping from the arched ceiling makes you shiver. The fact you barely see anything in the darkness surrounding you doesn't help either.

During your unsettling walk, you observe the gruesome process of constructing Fomorian war machines in detail, just beyond the fragile wall.

Each Party member gains 1.

- **Observe the working Fomorians** – go to Verse 2.
- **Leave** – go back to the start of this Location and make another choice.

6

When you mention the corridors, the Fomorian glances at the creaking walls with some nervousness. Then, to your surprise, it answers in almost perfect human language: "They are gems of our engineering, made to accommodate our slaves and visitors to our cities. And it's easier to make sketches when you're not surrounded by water." It touches the wall and taps it gently. "Some folks use them to adapt to dry surroundings before emerging on land. Some, like me, cherish observing sea life without the necessity to interact with it."

Go back to the start of this Location and make another choice.

7

When you move through the labyrinth of dark corridors, you stumble against something soft. You take a step back and discover a bleeding Firbolg on the floor. It doesn't have the strength to speak, but it looks at you pleadingly.

Gain the **"Firbolgs"** part **1** status.

- **Help the creature** (pay 1 Food and lose 2) – go to Verse 11.
- **Leave it be** – go back to Verse 4.

8

If you **don't have** the **"Fomorians"** part **8** status, the Firbolg guard doesn't let you in – go back to the start of this Location and make another choice.

Otherwise, go to:

11

You tend the Firbolg's injuries – it has a vicious gash in its stomach and a bruised face. It's also soaking wet – not only in its blood, but also in seawater. As you suture the wound, you wonder what happened, but the Firbolg can't speak in your language and only lets out some guttural growls. When you finish, it touches your hand gently and looks deeply into your eyes. Then, it stands up and shambles toward the infirmary.

Gain the **"Firbolgs"** part **2** status. Exploration ends.

453 Sunken Forum

Glass tunnels make a circle around a well-lit, underwater metropolis. The city is the size of Camlann, but it's the only thing they have in common. Enormous buildings are made of bright stone carved in intricate marine motifs and more of them are under construction. Their columns are topped with a variety of capitals – from simple round shapes to complicated carvings of kelp, whales, or straining Fomorians. Buildings seem to grow from each other – the Fomorians aren't fond of building on the seabed – their city expands in all directions. Only the center is empty – a grand plaza surrounded by monumental buildings and statues of Fomorians with great helmets and weapons.

You, unfortunately, cannot go there. Most of the city is only for aquatic creatures.

- **Approach a group of Fomorians** – go to Verse 10.
- **Speak with Firbolg workers** – go to Verse 1.
- **Speak with the Pict diplomat** – *A painted woman wanders through the glass corridors.* Go to Verse 3.
- **Get into the city** (requires at least two of the following statuses: **"Fomorians"** part **3**, **6**, **7** and **9**) – *They only let in their workers and their friends.* Go to Verse 8.
- **Move to the secret location** (only if Location **454** is revealed) – Move all Party members to Location **454** and Explore it for free.
- **Leave** – Exploration ends.

1

You look in terror at a small crack in the glass surface. A group of Firbolgs carelessly tries to stop trickling water with their hands, as one of them mixes a fetid paste in a bucket. Soon, they patch the wall with this glue.

If you **have** the **"Firbolgs"** part **2** and **3** statuses, go to Verse 2.

If you **have** the **"Firbolgs"** part **2** status and **don't have** the **"Firbolgs"** part **4** status, go to Verse 6.

Otherwise, they ignore you – go back to the start of this Location and make another choice.

2

Go to:

3

The Pictish woman looks at you curiously, and her sewed lips twitch slightly. But she's silent, probably waiting for you to make the first move. You greet her – she responds with a low grunt and a gesture. It seems that communicating with her won't be easy.

- **Find a common language** (pay 5 reduced by your or) – go to Verse 7.
- **Leave** – go back to the start of this Location and make another choice.

4

The woman is disappointed but doesn't complain – she understands you're not a part in this conflict.

Gain the **"Fomorians"** part **7** status. Exploration ends.

5

They say that there are many explorers – they scout Camlann every day but haven't heard about any Fomorian who rescued Picts or humans. All in all, they are enemies.

Go back to Verse 10.

6

"You help brother," one of them says. "You friend?"

Before you can answer, a Firbolg catches you and drags you to a hidden entrance. Soon, you're in a place surrounded by wet rocks. Before you, lie several wooden tablets with runes you feel all are infused with magic; powerful and easy to use.

"Teach us to use." A Firbolg points at the writing. "We need resist, we need weapon."

Gain the **"Firbolgs"** part **4** status.

- **Teach them** (pay 2 Magic, each Party member loses 3) – go to Verse 9.
- **Decline, and report the encounter to their Fomorian masters** – go to Verse 11.
- **Decline** – Exploration ends.

7

It took several hours, but eventually you found a way to communicate – she understands you without a problem, but you still can't read some of her gestures, grunts, and expressions. You learn something about the conflict between Fomorians and Picts. It started long ago as an open war, but it was tragic for both sides. After many years of careful diplomacy, they made a treaty – they split Camlann between them. Anyone who appears in the wrong part of the city can be attacked at will. The pact is sometimes broken, and that's why she's here.

If you **don't have** the **"Picts"** part **3** status and you **don't have** the **"Fomorians"** part **7** status, go to Verse 16. Otherwise, go back to the start of this Location and make another choice.

8

The Firbolgs prepare a giant bell made of iron and glass for you, with benches to sit on – and then, herded by a Fomorian, and followed by a large school of fish, they carry the bell toward the city.

It's an otherworldly experience – traveling in a small bubble of air surrounded by sea life and water. It seems strange, but in this bell, you feel safer than in the corridors.

When you arrive in the city, your guide swims into the bell and tells you some essential things: the city is ruled by all its citizens, but there are firsts among equals – seven Deep Ones. You cannot speak until someone asks you to, and you can't leave the bell – the guards will kill you faster than the cold, crushing water.

- **Meet the Deep Ones** – go to Verse 15.
- **Approach another bell** – *It's surrounded by well-dressed Fomorians.* Go to Verse 18.
- **Return to the glass corridors** – Exploration ends.

9

You spend hours trying to teach the basics of magic to Firbolgs, but they aren't swift learners, and the language barrier isn't helping. Just when you want to give up, one of your students successfully activates a weak rune you carved in a stone wall – it starts shimmering with dull light and goes dark soon after. However, the Firbolgs can't contain their excitement at one of them using magic. With this knowledge, they will manage to learn more about these wooden tablets and eventually use them.

If you **have** Secret card **104** or **110**, go to Verse 20. Otherwise, go to Verse 23.

10

Fomorians clad in long robes speak in an alien language. When they notice you, they go silent. "What do you want?" one of them asks in the human dialect.

- **Ask about the Fomorian explorer** (requires the **"First Contact"** part **2** status) – *Surely someone must know the scholar you met in the Votive Temple.* Go to Verse 5.
- **Ask about the Red Death** – go to Verse 14.
- **Leave** – go back to the start of this Location and make another choice.

11

You tell them you can't use magic, and the Firbolgs let you go. Then, you find a Fomorian and tell them their servants are scheming against them. The Fomorian thanks you and tells you they will investigate this matter.

Gain the **"Fomorians"** part **9** status. Exploration ends.

12

You accompany the diplomat to a meeting with Fomorian senators – and confirm the Pict's words. The Fomorians acknowledge you as a neutral witness and promise to make amends. You notice that they are serious about the peace treaty, and obviously want it to last as long as possible.

Each Party member gains 1 Exp. Gain the **"Picts"** part **3** status. Exploration ends.

14

They're talking about the disease right now. They seem open-minded, and the fact you're human doesn't bother them. You're invited to the discussion and learn many things about the Red Death.

The Fomorians once found a strange man – he was sick, covered in blood, certainly mad, and claimed to have come from some strange frozen island. They caged him and examined him for years – he was the first known Red Death case. Then, some human wizard the Fomorians had contact with asked them to give him the samples of the disease so that he could find a cure, in case it reemerges somewhere in his realm. Something must have gone wrong, as soon after the plague started.

Soon, they change the topic to breeding fish, and you decide to leave them, your head full of nagging thoughts. You never thought it would be possible to learn who was responsible for the plague that nearly destroyed humanity. Now, the truth suddenly seems within your grasp.

If you **don't have** the **"Chronicles of the Plague"** part **1** status, each Character gains 1 Exp and this status.

Exploration ends.

15

The guide seems surprised by your request, but it swims toward the main plaza. There is a commotion, as the Fomorians gathered there notice the approaching glass bell – some of them swim toward you and ask you to state your business. You tell them you want to speak with the Deep Ones, and you're faced with angry looks and laughter as a reply. Your guide is

about to leave with you when one of the Deep Ones – a portly Fomorian clad in purple scales and wearing a golden mask with a dolphin crest, swims to you and asks the guide to follow.

Soon, the bell rests on the seabed, and the Deep One takes a place on the bench in front of you – the Fomorian appears to be much taller in the cramped bell interior.

"I'll let you skip all the nonsense the Senate would tell you. And you'll talk directly with me – but beware, as I'll pass your words to all of the Deep Ones," the Fomorian speaks in impeccable human language. "Do you have questions? If not, leave."

- **Ask about the Senate** – go to Verse 17.
- **Ask about the Deep Ones** – go to Verse 19.
- **Ask about the history of Camlann** – go to Verse 21.
- **Ask how they endure miasma** (only available in **Chapter 5**) – go to Verse 25.
- **Leave** – Exploration ends.

16

The diplomat has a request for you – she wants you to testify you've seen Firbolg forces on the Pictish side of Camlann. This way, the Picts will have the upper hand in the negotiations that are about to begin.

- **Agree** (each Party member loses 2 and 2 Rep) – go to Verse 12.
- **Refuse** – go to Verse 4.

17

"The Senate consists of all citizens, but only around a quarter of all Fomorians have citizenship. But that's all you need to know – unless you wish to be tried and executed as Avalonian spies."

Go back to Verse 15.

18

The guide tells you he can't take you any closer – inside the bell, there is an Avalonian, an ambassador. Fomorian diplomats all have equipment protecting them from wyrdness, but you and the guide would die because of it.

He's not lying. You can feel the tell-tale tingle of wyrdness even from here. It somehow seems comforting in this alien realm.

If you're playing **Fyul** and don't have the **"Unique Perspective"** part **1** status, go to Verse 22.

Go back to Verse 8.

19

"Each of us is responsible for one essential aspect of our society. I'm the Deep One of Science. Back when I was younger, and had yet to earn my citizenship, I was an explorer, investigating the Danse Macabre and the effects of Miasma. Those were interesting days – I was the first one to decipher the writings in the giant white temple in the port district of Camlann. I also discovered you can break the procession that haunts this city apart with binding runes placed in their path. A curious thing – even if many of its participants are separated, they always find a way back into the fold...

Go back to Verse 15.

20

The Firbolgs surrounding you start arguing. Some of them point toward somewhere, but the majority motion toward external gills on your neck. You can't understand the words, but their gestures indicate they fear you – and mistake you for a Pict. And, as Fomorian slaves, they know nothing but hard work and war with Picts.

Eventually, they thank you in simple words and lead you back to the sunken city.

Exploration ends.

21

Through your translator, the Deep Ones reveal they once found a strange man – he was sick, covered in blood, certainly mad, and claimed to have come from some strange frozen island. They caged him and examined him for years – he was the first known case of the Red Death. Then, a human wizard contacted the Deep Ones and asked them for samples of the disease so that he could find a cure, in case it reemerges somewhere in his realm. Something must have gone wrong, as soon after the plague started in Camlann.

If you **don't have** the **"Chronicles of the Plague"** part **1** status, each Character gains 1 Exp and this status.

Go back to Verse 15.

22

The tingle of wyrdness is enough to awaken something in your gut. For a brief moment, you feel whole again, as if you hugged your lover after years of separation. It's a struggle not to dive in the water and swim toward the wyrdness-filled bell.

The Fore-dweller turns its head toward you and pierces you with a blank gaze. It must feel your presence too. What a peculiar situation – you feel more at home with a sworn enemy of humans than within the walls of the city that is the cradle of human civilization.

Gain the **"Unique Perspective"** part **1** status. **Fyul** gains 1 Exp.
Go back to Verse 8.

23

The Firbolgs thank you and lead you deeper into the corridor – toward their home, they say. If you ever want to go there, they will guide you there again.

Gain the **"Firbolgs"** part **3** status. Go to Verse 2.

25

"This failed human experiment doesn't trouble us. Unfortunately, miasma is toxic to our slaves. Our engineers invented masks that protect them. We could make one for you as well – it won't be easy, as the regular apparatus would cause your fragile human lungs to burst, but it seems possible. I'll convince the rest of the Deep Ones – and the Senate, of course. The next time you visit the infirmary by the forges, they will make a device just for you. Just promise me one thing. If you ever find yourself in the Pictish lands, find our ambassador who seems to be struggling with negotiations. Assist them with your knowledge of the Picts and the city to aid our cause."

Gain the **"Fomorians"** part **8** status. Go back to Verse 15.

The cavern is dim and full of smoke. The only light sources are the scarce red-glowing fungi and some makeshift torches. You wonder how it is possible that the Firbolgs who live here haven't suffocated yet.

Wet, clay huts are everywhere – sticking out of the walls, and several are somehow clinging to the ceiling. One of them is painted red. Countless Firbolgs bustle around working or going somewhere, but one thing is sure – all of them look pitiful and filthy.

- **Barter with the Firbolgs** – go to Verse 3.
- **Visit the red house** – go to Verse 1.
- **Speak with them** – go to Verse 6.
- **Leave** – move all Characters to the **"Sunken Forum"** Location (**453**). Exploration ends.

1

"Not!" A Firbolg runs to you and catches your arm. "Not! Death there. You sick. You die, blood, red."

You look at the building again and notice that Firbolgs avoid this area.

"Not, please. Sick ones there. And the first sick, scary human. Fomorians forget this place. We must remember. Not go."

- **Listen to their advice** – go back to the start of this Location and make another choice.
- **Approach this building anyway** – go to:

2

They probably misunderstood you, because they lead you to a clay quarry. Or at least, you think so. Then, one of the miners shovels a huge chunk of mud, unearthing a Firbolg's face. Your companion says: "Birth. We are earth. Past – we masters of land. Now – Fomorian slaves."

Go back to Verse 6.

3

If you **have** four parts of the **"Arming the Slaves"** status, the Firbolgs have nothing to pay you with; Exploration ends. Otherwise, read on:

They desperately need arms for their planned uprising and are willing to pay for them dearly.

- **Sell weapons and armor** – discard a **"Weapon"** or **"Armor"** Item to gain 5 Wealth or 3 Magic and one part of the **"Arming the Slaves"** status. Then, make another choice.
- **Buy stolen curios tablets** (pay 2 Wealth) – *It looks like many items from Fomorian homes wound up in the hands of the Firbolg slaves.* Gain 1 Magic. Then, make another choice.
- **Leave** – go back to the start of this Location and make another choice.

4

You learn that it's a disease of land, not sea. Fomorians are immune to it, and they used the Red Death to conquer the Firbolgs. Then, they used them as carriers of the disease to fight the humans. And no one can cure the disease.

Go back to Verse 6.

5

Fomorians are cruel masters. They treat Firbolgs as expendable forces. What is surprising, they treat Picts as even, but the Firbolgs think it's temporary.

The Firbolgs plan to overthrow them someday. And because of your help, maybe they will manage to do this.

Go back to Verse 6.

6

Finding a way to communicate with the Firbolgs takes time.

- **Ask about them** (each Party member loses 1) – go to Verse 2.
- **Ask about the Red Death** (each Party member loses 1) – go to Verse 4.
- **Ask about the Fomorians** (each Party member loses 1) – go to Verse 5.
- **Leave** – Exploration ends.

480 Caved-in Sewers

The sewers of the lower city were narrow in their heyday. Now, half collapsed and filled with heaps of rubbish, they are nigh-impenetrable.

If you're playing **Naazer** and you **don't have** the **"Lay of the Land"** part **4** status, go to Verse 3. Otherwise, go to Verse 1.

1

This maze makes your head spin, but the more you stay here, the easier it should be to navigate.

Roll a die, adding the number of parts of your **"Canal Rat"** status.

1 – *You wander through the labyrinth until you stumble upon a creature.* Draw and resolve a gray Encounter. Exploration ends.

2 – *You find a collapsed section of the sewer. You'll have to clear it out or try to push through.* Pay 1 or lose 1 unless you have the **"Adventurer's Kit"** Item. Then, go to Verse 8.

3-5 – Go to Verse 8.

6+ – Go to Verse 4.

2

If you **have "Lay of the Land"** part **5** status, go to Verse 5. Otherwise, read on:

It's hard to shake off your excitement, as you locate a wider sewer that seems to lead under the giant wall and the Red Gate. Unfortunately, something huge blocks your passage.

Resolve the **"Miasmatic Slug"** gray Encounter (Difficulty 6). If you win, gain the **"Lay of the Land"** part **5** status and go to Verse 5. Otherwise, Exploration ends.

3

Sewers, dungeons, systems of caves – you were there, and not just once! You smile, take out your writing equipment, and start preparing a detailed map.

Naazer gains 1 Exp. Gain the **"Lay of the Land"** part **4** status, one part of the **"Canal Rat"** status and go to Verse 1.

4

If you **don't have** Secret card **117**, go to Verse 7. Otherwise, read on:

You know the sewers well enough to find exits leading to different places in the city above.

- **Move to the sewers under the upper district** – *Some of the tall, old canals seem to extend westwards, past the wall and the Red Gate!* Go to Verse 2.
- **Use the sewers as a shortcut to a different Location** (only available in **Chapters 4-7**) – go to Verse 6.

5

This place looks nothing like the low, decrepit tunnels of the lower canals. You must have gone beyond the wall! Excited beyond measure, you take the very first exit you can find.

Go to:

6

Take the following Location cards (each contains the Sewer seal under its name): **403**, **405**, **408**, **421**, **431**, **432**. Choose one of these cards, place it on the table and discard the rest. Move all Party members to this Location. Then, attach all its connected Locations.

Reminder: Check the Danse Macabre card to see if you should place the Danse Macabre in any of the revealed Locations!

If there are no Characters left on Location **480**, discard it.

Exploration ends.

7

At first, this underground, smelly labyrinth was playing with your mind, but now it feels quite familiar. You could use it as a shortcut between many places in the lower district, and maybe you could travel under the wall itself and get to the upper district too?

Gain the **"Canal Rat"** Secret card (**117**). Each Character gains 1 Exp.

Go to Verse 4.

8

- If your Miasma is Low, go to Verse 9.
- If your Miasma is Medium, go to Verse 10.
- If your Miasma is High, go to Verse 11.

9

Roll a die:

1 – go to Verse 12.

2-3 – go to Verse 13.

4 – go to Verse 17.

5 – go to Verse 19.

6 – go to Verse 14.

10

Roll a die:

1 – go to Verse 12.

2-3 – go to Verse 13.

4 – go to Verse 19.

5 – go to Verse 16.

6 – go to Verse 14.

11

Roll a die:

1 – go to Verse 13.

2 – go to Verse 16.

3 – go to Verse 14.

4-5 – go to Verse 15.

6 – go to Verse 23.

12

You turn a corner and find yourself in front of a pool, where a bloated corpse thrashes around, spilling its fluids. You stare at the scene with morbid fascination, until you start discerning what is happening. Two beings similar to each other – both looking like fleshy, large maggots with too many, too human-like eyes fight each other, trying to seize control over a dead body. The one with more blueish skin seems to have an advantage...

- **Run away** – Exploration ends.
- **Watch longer** – go to Verse 20.

13

You were crawling for too long, soaking in fetid sewage, and when the ceiling starts to rise, you feel a tired joy awakening inside your heart. The joy is brutally killed when you see that the path before you has collapsed, blocking the way forward. You have to go back and find another way...

Each Party member loses 1. Gain one part of the **"Canal Rat"** status. Exploration ends.

14

You plow through debris, knee-deep in sewage, trying to ignore the exhaustion in your thighs and the stench. Then, you see a pile of broken glass and sodden parchment overgrown with moss and mold, as if some magical workshop or alchemist's laboratory dumped its waste through the hole you saw in the ceiling. Many strange herbs grow out of the pile. You harvest them and move on.

Gain one part of the **"Canal Rat"** status. Gain the **"Wayfarer's Leaves"** Item and the **"Healing Extract"** Item (if available). Exploration ends.

15

If you **have** the **"Survivalist"** part **2** status, go to Verse 21. Otherwise, read on:

You turn into a low tunnel through which clear water flows. It doesn't smell of anything, a stone surface underneath is clearly visible. You lie down in the crystalline current, allowing it to purge the dirt from your clothes and hair, and you drink it until full.

Lose 2 Miasma. Each Party member gains 1. Gain one part of the **"Canal Rat"** status and the **"Survivalist"** part **2** status. Exploration ends.

16

If you **have** the **"Survivalist"** part **1** status, go to Verse 25. Otherwise, read on:

You step into a rat nest. Skittering creatures jump from their lair and surround you. They don't seem too intimidated by your size.

- **Back off slowly** – go to Verse 18.
- **Ignore them and move forward through the lair** – go to Verse 22.

17

Something walks in your direction, hidden in the shadows. It sways from side to side, and when it comes nearer, you can see it's a child. Its face is malformed, its movement jerky and unnatural. You reach out to catch it when it's about to fall down – you feel something crawling under its skin, something disgusting. You quickly move away, and the child tumbles. Pale, red maggots pour from its mouth, leaving their fleshy armor, and an empty child's skin behind. You run from them as fast as your legs can carry you.

Each Party member gains 1. Gain one part of the **"Canal Rat"** status. Exploration ends.

18

It seems that they were waiting for an order to attack – suddenly, they all jump at you, gnawing at your shins. Their assault is well-coordinated, and you cannot defend yourself in a cramped space – you have to run with them biting your legs, their wet bodies causing you to slip several times, before you're in the clear.

Each Party member loses 1. Gain 1 Miasma. Exploration ends.

19

If you **have** the **"Trinkets and Baubles"** part **6** status, this place is empty; Exploration ends. Otherwise, read on:

Several pebbles emanating with a faint, blue glow lie on the ground. You examine them and discover that they are made of condensed, crystallized magic. As you stuff them in your pockets, you notice some more leading into a nearby corridor.

Gain 2 Magic and the **"Trinkets and Baubles"** part **6** status. Choose one:

- **Follow the trail** – go to Verse 26.
- **Retreat** – gain one part of the **"Canal Rat"** status. Exploration ends.

20

Finally, the hellish many-eyed abomination takes control of the cadaver and pushes itself into its skull with a sickening sound. Then, the body stands up and attacks you.

Draw and resolve the **"Seeker"** purple Encounter (Difficulty 6). If you win, gain one part of the **"Canal Rat"** status.

Exploration ends.

21

Sadly, the waters here have gone bad since your first visit.

Gain one part of the **"Canal Rat"** status. Exploration ends.

22

"A bold move," you hear in your head, and the rats back off slowly, making way for their king, a large tangled web of rats bound by their tails, speaking in a singular voice that echoes under your skull. "We will challenge you ourselves instead."

Draw and resolve the **"Rat King"** gray Encounter (Difficulty 4). If you lose or Escape, Exploration ends. Otherwise, read on:

Once their king is dead, the rats scatter, allowing you to plunder their lair.

Gain one part of the **"Canal Rat"** status and the **"Survivalist"** part **1** status. Gain one Ancient Item. Exploration ends.

23

You trip over a rock and fall into the dirty water. You struggle to emerge, and when you finally manage to lift your head above the surface, you freeze in amazement. You are on a shore, where the sand shimmers in the sun, waves crash against rocks, and the wind sings in your ears. A woman clad in sealskin rises up from the water and approaches you. "King Arthur needs you," she says. "Follow me, I'll show you the way." You are dumbfounded and follow her into the sea, where she grabs you by the neck and starts drowning you. When you wake up later, you are in the sewers again, soaked to the bone.

Each Party member gains 1 and loses 1. Exploration ends.

24

Go to:

25

The lair is deserted.

Gain one part of the **"Canal Rat"** status. Exploration ends.

26

More tantalizing blue pellets! The trail now leads into a dark, unused section of the sewer.

Gain 2 Magic. Choose one:

- **Follow the trail** – go to Verse 24.
- **Retreat** – gain one part of the **"Canal Rat"** status. Exploration ends.

27

Choose any Location with a Sewer Seal. If it is revealed, all Characters move there and lose 1.

Otherwise:

Discard all Location cards.

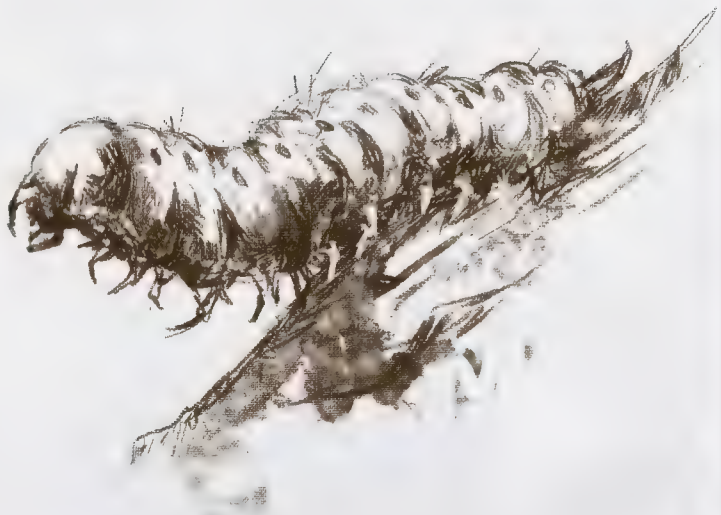
Place a chosen Location with a Sewer Seal on the table.

Move all Characters to this Location. All Characters lose 1.

Attach all connected Locations.

Reminder: Check the Danse Macabre card to see if you should place the Danse Macabre in any of the revealed Locations.

Exploration ends.



490 Castle Camelot

Camelot's gate is solid iron, so thick even the Fomorian battering ram, abandoned on the side of the bridge, could not punch through it. The reliefs on the gate are damaged and vandalized beyond recognition, but it remains closed, blocking the way into the fortress.

A smaller path leads from the side of the gate, down a narrow set of stairs, to the bottom of the castle's moat, but seeing the fat, orange bodies of the slugs filling the moat you doubt anyone in their right mind would go there.

Warning: Some decisions and endings depend on your final Miasma level. If you wish to lower your Miasma, it's best to look for ways to do it – in and out of Camlann – before you enter the castle.

If you **have** the **"Forlorn Splendor"** part **6** status, go to Verse 44. Otherwise, choose one:

- **Open the gate with the king's key** – go to Verse 1.
- **Go down to the bottom of the moat** – go to Verse 7.
- **Leave the castle** – move all Characters to the **"Golden Alley"** Location (**436**). Exploration ends.

1

You reach for the large key you found in the false king's tomb. Could it be what you need to open the gate? Finding a proper keyhole takes a long while, but you eventually spot it, and manage to clean it out of rubbish.

The key turns, not without difficulty, giant locking bolts sliding back. You push at the bent gate with your shoulder and it moves just enough to let you through.

If you're playing **Chapter 6**: **Part 1** or **Part 2**, go to Verse 50. Otherwise, go to Verse 4.

2

If there's a Quest Token on this Location, go to Verse 19. Otherwise, read on:

You take a round path to the upper courtyard. It's smaller, surrounded by high walls, and filled with punishing obstacle courses. At its other end, a large silver door leads to the knights' quarters. In front of it, a lone knight stands vigil, his heavy armor rusted and a bird's nest balances on his shoulder. You hope he's long dead, but as soon as you draw closer, he slowly raises his head toward you and draws a sword, armor grinding with every move. His face looks like a mummy, orange from miasma, but there's still fire in his eyes.

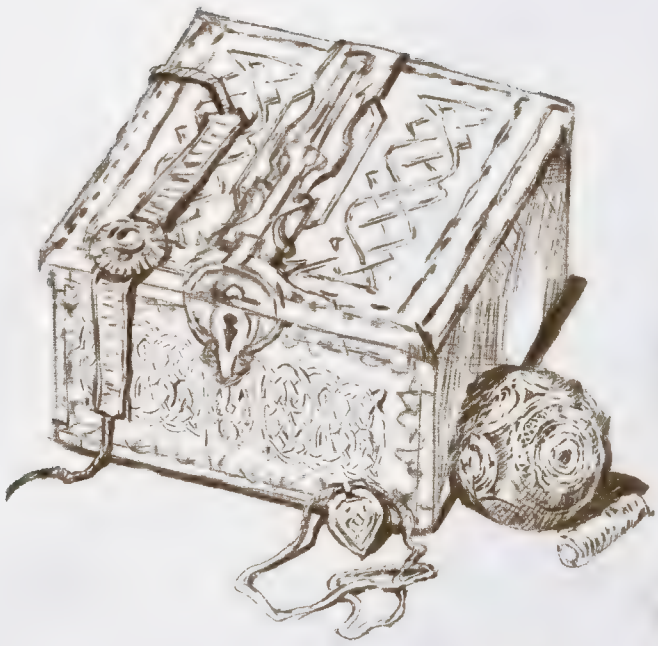
- **Try to communicate** – go to Verse 31.
- **Fight him** – *If he was powerful enough to survive centuries in the thick Miasma of Camlann, you're afraid he might be a formidable enemy.* Go to Verse 34.
- **Go back to the lower courtyard** – go to Verse 4.

3

To your surprise, nothing pounces at your from between the wild roses. Instead, you find a marble fountain it doesn't work, but it still radiates with ancient tranquility.

The sculpture on the fountain shows a trio of figures: a knight, a maiden, and a king the inscription tells you those are Tristan, Iseult and King Mark, her husband, standing under two tall trees. If you remember the legends of the Homelands correctly, the sculpture depicts the moment when King Mark caught the fleeing lovers in the forest of Morrois, but instead of putting them to the sword, the trio reached an agreement that suited them all, providing a good ending for their story, and allowing them to live happily ever after.

Go to Verse 8.



4

The mountain of stone seems to float in front of you, supported by delicate arches, climbing ever higher with countless bastions and staircases, topped with the impressive Merlin's Tower that almost scrapes the bottoms of the clouds.

You're in the Courtyard of Unity – the lowest of Camelot's many courtyards, named that way because it's filled with thrones, ceremonial chairs and stools that once belonged to countless minor kings and chieftains who were united by the ruling Pendragons. You wonder whether the fact that everyone who ever entered the castle had to walk past them helped stave off at least one or two rebellions.

From here, you can follow the ceremonial road that should lead through the castle to Arthur's throne room. You can also cross to a middle courtyard that leads to a separate wing of the castle where the Knights of the Round Table used to live and train. Finally, you can enter the wing reserved for servants' halls, kitchens and storerooms.

- **Follow the ceremonial road** – go to Verse 8.
- **Go to the servants' halls** – go to Verse 16.
- **Enter the knights' quarters** – go to Verse 2.
- **Get back to the main gate** – go back to the start of this Location and make another choice.

5

The key found in the moat fits the lock. As heavy bolts slide out of the floor and the walls, magical sigils begin to power down as well. You wait until they are completely dun, and push the heavy door.

Go to Verse 37.

6

In front of you, the ceremonial road is cut with a huge pile of stones and broken, rotting beams. An entire bastion of the castle collapsed right on top of it, burying this part of the complex under so much rubble that digging through it appears impossible. You'll have to find some other way...

Go back to Verse 20.

7

Massive brown-red slugs crawl the knee-deep water of the moat, feasting on everything that was dumped there during the time of the plague – mostly scores of its victims. Clouds of Miasma that shroud these foul creatures are so thick you can barely see through them.

And while you now have some protection from Miasma, it won't help you if the slugs themselves mistake you for a meal.

- **Search the western part of the moat** – go to Verse 11.
- **Search the northern part of the moat** – go to Verse 33.
- **Search the southern part of the moat** – go to Verse 24.

8

The road cuts through the royal gardens – once beautiful, now wild and probably dangerous. You trip on a loose rock and look down – each cobblestone of the ceremonial road bears the name of a different knight. It's a weird feeling – stomping on decades worth of history of the Round Table.

- **Enter the gardens** – go to Verse 3.
- **Follow the ceremonial road** – go to Verse 20.
- **Get back to the main courtyard** – go to Verse 4.

9

Rows of racks bend under the weight of dusty tomes – you can find knowledge, entertainment, history, everything here. Or at least that's what you think at first. When you rummage through the books, you find mostly chanson de geste, meant to inspire the knights with tales of valor. You pick up one of them and open it on a random page.

"When Sir Kay saw Griflet on foot, he rode on King Nentres and smote him down, and led his horse unto Sir Griflet, and horsed him again. Also Sir Kay with the same spear smote down King Lot, and hurt him passing sore. That saw the king with the hundred knights, and ran unto Sir Kay and smote him down, and took his horse, and gave him King Lot. When Sir Griflet saw Sir Kay and Lucas the butler on foot, he took a sharp spear, great and square, and rode to Pinel, a good man of arms, and smote horse and man down, and then he took his horse, and gave him unto Sir Kay. Then King Lot saw King Nentres on foot, he ran unto Melot de la Roche, and smote him down, horse and man, and gave King Nentres the horse, and horsed him again..."

Confused, you put the book back.

After a while, you discover another tome that stands out between garish, thin volumes of romances like a sore thumb. It is a large codex in worn linen binding with some complex, historical treaty. As you open it, you notice a writ attached to the first page:

"Remember to return it to my underground study. I hate it when my books get misplaced for too long. Seneschal has the glass."

If you're **Mabd** and don't have the **"Unique Perspective"** part **7** status, go to Verse 49.

Go to Verse 19.

10

The ceiling arches high above your head, once providing cool shade for dozens of banqueters feasting by long tables – also, to entertain them while they were eating, weavers spent their lives making intricate tapestries, which now hang tattered from each wall.

The largest of them shows young Arthur, drawing a sword from the stone, surrounded by the shocked court, with his foster father Sir Ector, and his half-brother Sir Kay watching incredulously, surprised that Arthur was in fact one of the Pendragons.

If your is 4 or more, or if you have the **"Lay of the Land"** part **9** status, go to Verse 27. Otherwise, go to Verse 20.

11

There are so many slimy, monstrous bodies here you can barely squeeze through. As you make your way down the moat, looking for anything of note, you accidentally hurt one of the slugs – and it immediately lashes out at you.

Resolve the **"Miasmatic Slug"** gray Encounter (Difficulty 6). Regardless of the result, read on:

Sick from the fumes, tired, and covered in slime and stinking water, all you can think of is cleaning yourself up.

Exploration ends.

12

The corridor is long and winding. Eventually, it leads you to a small servant's bedroom.

Gain the **"Forlorn Splendor"** part **3** status. Go to Verse 13.

13

You're now in a small servant's bedroom, without windows, and with thick doors that have several locks on the inside, and one on the outside. Something about this place makes you feel uneasy.

If you **have** the **"Forlorn Splendor"** part **3** status, go to 39.

If you **have** the **"Forlorn Splendor"** part **4** status, or if your is 4 or more, go to Verse 38.

Otherwise, read on:

This is a dead end. You return to the main part of the servants' quarters.

Go to Verse 16.

14

Upstairs, a long corridor leads past a sturdy, silver-plated door with a beautiful portcullis that shows scenes of Arthur's knights on their quests. The inscription above the door says, "Shrine of Lessons". Then, the corridor turns a corner.

- **Open the door** – go to Verse 29.
- **Follow the corridor further** – go to Verse 26.
- **Go to the knights' hall on the lower floor** – go to Verse 19.

15

If you **have** the **"Forlorn Splendor"** part **4** status, you find nothing; go to Verse 23. Otherwise, read on:

A thick pile of reports about the staff of the castle, including anonymous complaints and denunciations. Among them, you find a strange note addressed to the seneschal:

"The handmaiden from the last room is increasingly disturbed with their nightly duties. She tried to confide in another servant, who fortunately came to me. We need to move her to the summer mansion, or some other far-off place, before she becomes a problem, and find a suitable replacement. Otherwise, the whole jig is up, and I'm sure you'd miss the coin just as much as me."

Gain the **"Forlorn Splendor"** part **4** status. Go to Verse 23.

16

You're now in the wing of the castle that was once a home to its countless servants. The arched stone corridors are low and narrow, the rooms small – most with only a small skylight or no daylight at all. You wonder whether the army of people who toiled to keep the king, his court and an army of his knights happy were better off than the prisoners in the castle's dungeons...

- **Find the seneschal's office** – *The seneschal is the head of the king's household, a task just as exhausting (and only slightly less dangerous) as commanding armies in the field.* Go to Verse 23.
- **Go to the staff's quarters** – *Long corridors of drab cells extend in all directions.* Go to Verse 41.
- **Go down to the kitchens** – go to Verse 18.
- **Get back to the main courtyard** – go to Verse 4.

17

A row of cells extends to the left and right of you, each with a crest above the entrance. You recognize the names and sigils of the knights of legend: Percival, Galahad, Gawain, Bors, Lamorak, Lancelot, and many, many others, all rather small and simply furnished. The last room has a double oaken door and no crest – you peer inside, but it's just a bedroom, like all others, perhaps left for guests of the Round Table (if there even were guests in this closed-off wing of the castle).

- **Enter the last bedroom** – go to Verse 21.
- **Go to the knights' hall** – go to Verse 19.

18

The "kitchen" is more than just a single room. It is a giant complex with dozens of vast spaces, including the bakery, the dairy, huge stone stoves and dozens of storerooms. A large stairway leads lower, to the dark kitchen cellars, while a smaller corridor for staff and servers sprawls throughout the castle.

- **Enter the cellars** – go to Verse 40.
- **Follow the smaller corridor** – go to Verse 35.
- **Go up the stairs** – go to Verse 16.

19

Beyond the silver door, you find a cozy chamber with a large fireplace and tapestries depicting achievements of the Round Table. Ramshackle armchairs surround several small tables with chalices full of dust instead of wine – you imagine knights of legend talking to each other and resting by the fire, and suddenly, you feel like an intruder. According to old stories, no one but the knights of Arthur could enter this wing of the castle.

The mural, painted on the wall behind the fireplace, depicts the king fighting nine witches of Ystawingun in the middle of a dark moor. From here, you can enter the small private library of the Round Table, visit the cells the knights used when they stayed here, enter their training room, or go up the stairs, to an archway overlooking the hall.

- **Enter the training room** – go to Verse 32.
- **Search the knights' cells** – go to Verse 17.
- **Go to the library** – go to Verse 9.
- **Go up the stairs** – go to Verse 14.
- **Get back to the main courtyard** – go to Verse 4.

20

The road passes the hall with a high, arched ceiling, large enough to fit all the nobles of the kingdom during their lavish banquets.

- **Enter the grand hall** – go to Verse 10.
- **Follow the ceremonial road** – go to Verse 6.
- **Go back along the ceremonial road** – go to Verse 8.

21

There's nothing interesting in here!

If you **have** the **"Forlorn Splendor"** part **3** status, or if your Miasma is Low, go to Verse 36. Otherwise, you return to the knights' hall – go to Verse 19.

22

You dance between swinging bars, hit mannequins in their weak spots, parry powerful blows from blunt weapons attached to their wicker hands. It's exhausting, but also exhilarating. After the training session, you feel like you could duel a Round Table knight.

If you **don't have** the **"Forgotten Curios"** part **7** status, each Party member gains 2 Exp and loses 2 ; gain the **"Forgotten Curios"** part **7** status.

Go to Verse 19.

23

The seneschal's office is cramped. Crumbling papers pile up on the small desk and under the walls, decorating the space like a tidal wave of old vellum and crumbling wax seals. A modest tapestry depicting a castle's outline is the only adornment to this workspace.

- **Search through the documents** – go to Verse 25.
- **Inspect the plans on the wall** – go to Verse 28.
- **Turn back** – go to Verse 16.

24

Go to:

25

The piles of scrolls, notebooks, writing slates and various notes, stacked on and around the seneschal's desk, look daunting.

Roll a die and add the number of Time Tokens on this Location. You may pick any option below that matches your result or is lower than your result.

1-2 – *Some boring bookkeeping.* Place a Time Token on this Location and lose 1 . Go to Verse 23.

3-4 – Place a Time Token on this Location and lose 1 . Go to Verse 30.

5-6 – Place a Time Token on this Location and lose 1 . Go to Verse 15.

7+ – Place a Time Token on this Location and lose 1 . Go to Verse 43.

26

A small room with narrow windows is at the end of the corridor, closed off by a thick curtain, with something resembling a stone chair in the middle. It takes you a moment to understand it was a castle lavatory, jutting over the wall. Through the hole in the stone seat, you can see the castle moat below, crawling with slugs. The narrow windows, on the other hand, offer impressive views of the southern part of the city and the mountains beyond.

Go to Verse 14.

27

You're standing in a high-arched grand hall with two visible exits. A small corridor is hidden behind one of the tapestries, probably once used by servants attending to the guests. A cold draft comes from outside the hall through its massive open door.

- **Follow the servant's corridor** – go to Verse 6.
- **Leave the grand hall** – go to Verse 20.

28

The map doesn't reveal much – it shows no secrets or hidden passages – only crude floor plans and some scant details: a ceremonial road leading to the throne room, and several passages linking the kitchen and dining areas. The entire castle is divided into three parts: the Royal Wing, the Servants' Halls, and the Round Table Quarters.

Go to Verse 23.

29

If you **have** the **"Forlorn Splendor"** part **2** status, go to Verse 5. Otherwise, read on:

You try to get in, but the door is locked – sturdy locking bolts and magical wards make it almost impossible to breach. As you ponder your way in, you notice a small piece of paper on the floor that was once attached to the door.

"The dirty feet of thieves and scoundrels shall not defy our sacred ground. As my last act before leaving our quarters, I'm locking the door and throwing away the key.

Galahad"

You look around helplessly. Where could the knight toss the key?

- **Walk further down the corridor** – go to Verse 26.
- **Turn back** – go to Verse 19.

30

If you **have** the **"Forlorn Splendor"** part **1** status, you find nothing of interest; go to Verse 23. Otherwise, read on:

Under a stack of bills, there's an envelope, containing a note and a strange looking, colored crystal.

"The wizard agreed to let in our staff only on the first day of the first week of the month. If you forget how to access the stairs, use the scrying glass."

You take the glass and the note.

Gain the **"Forlorn Splendor"** part **1** status.

Go to Verse 23.

31

The knight silently ignores your pleas. It looks like you won't be able to enter the knights' quarters – unless you defeat him or find another way.

Go to Verse 2.

32

The training room is full of strange, complicated machinery. It takes you some time to realize its purpose – to be your artificial opponent against whom you might prove your skills.

If you don't want to test your combat skills, go back to Verse 19. Otherwise, you may enter the training area:

Choose one Party member who will attend this trial.

This Party member draws 3 Combat cards.

Then, they perform two full Combat turns, building a Sequence as if they fought an Encounter with only a Free Key (1x) on its card. Ignore Enemy Attack, Opportunity, and Panic rules.

If, after two Combat turns, the Sequence consists of at least 6 Combat cards, go to Verse 22.

Otherwise, the Character ends up bruised – they lose 2 . Go back to Verse 19.

33

The northern part of the moat, overshadowed by the high walls of the castle, has only a couple of slugs roaming around, most likely because it's not adjacent to any residential areas. You wade through the water but fail to find anything interesting. Suddenly, a shape you took for a boulder stands up and turns in your direction.

Resolve the **"Red Warden"** gray Encounter (Difficulty 6). Regardless of the result, read on:

Sick from the fumes, tired, and covered in stinking water, all you can think of is cleaning yourself up.

Exploration ends.

34

Go to:

35

One of the staff corridors leads you deep into the castle and ends with a thick tapestry blocking the passage. You approach and discover the tapestry has a barely visible flap cut in the middle, that could be attached to a hook in the corridor ceiling. You push the flap aside and see the magnificent Great Hall of Camelot in front of you!

Gain the **"Lay of the Land"** part **9** status. Go to Verse 10.

36

As you prepare to leave the bedroom, your sharp eyes notice a dark outline behind the half-collapsed wardrobe. There's a secret corridor there, leading into the dark, that someone had to use to get in and out of this bedroom unseen.

Gain the **"Forlorn Splendor"** part **3** status, if you **don't have** it yet.

- **Follow the secret passage** – *It is long, winding, and takes you to a different wing of the castle.* Go to Verse 13.
- **Go out and head to the knights' hall** – go to Verse 19.

37

The shrine inside is not large, but it overflows with silver, gold, and ornamentation. Niches on its side walls contain reliefs that depict various trials and adventures of the Round Table. Each has an ornate kneeler in front. You imagine knights used those to ruminate on their successes, and failures. More kneelers wait in front of the painting in the apse of the shrine that appears strangely familiar. It shows a dreamy, out-of-focus shape of a four-armed lady, emerging from the mists – a vision from a faraway place.

After a moment, you notice reliefs in the niches are made on square stone slates mounted in the wall that can be pushed up, down, or to the sides, rearranging the scenes. Three of the scenes are currently incomplete.

- **Approach the first relief** – go to Verse 42.
- **Approach the second relief** – go to Verse 45.
- **Approach the third relief** – go to Verse 47.
- **Leave the shrine** – go to Verse 14.

38

Led by a strange instinct, you walk up to the wardrobe at the side of the room. There's a secret passage behind it!

Gain the **"Forlorn Splendor"** part **3** status. Go to Verse 39.

39

- **Follow the secret passage** – *It is long, winding, and takes you to a different wing of the castle.* Go to Verse 17.
- **Go back to the servants' quarters** – go to Verse 16.

40

The staircase to the cellars is blocked by piles of decayed wood – you slowly progress down. The walls are covered in primitive charcoal drawings. One of them depicts the king, playing with toy soldiers with glee, while the queen embraces a young knight behind his back. You're now sure no one but servants used this staircase.

Finally, you push away a ramshackle door at the bottom of the stairs – its hinges are rusted and give under your touch. Then, you're surrounded by angered spirits.

Resolve the **"Tormented Echoes"** gray Encounter (Difficulty 6). If you win, go to Verse 48. Otherwise, you flee from the castle – Exploration ends.

41

Even though the servants didn't own much, they left nothing behind as the court fled the castle. You look into one empty quarter after another, all similarly drab and dark. Eventually, you reach the furthest servant's room, at the top of a dead-end corridor.

Go to Verse 13.

42

Go to:

43

If you **have** the **"Forlorn Splendor"** part **5** status, you find nothing; go to Verse 23. Otherwise, read on:

A couple of letters from noblemen and ladies of the court asking the seneschal for some small favors. Most of them have a golden coin or two in their envelope. What a strange custom!

Gain 1 Wealth and the **"Forlorn Splendor"** part **5** status. Go to Verse 23.

44

- **Go to Merlin's Tower** – go to Verse 46.
- **Go down to the bottom of the moat** – go to Verse 7.
- **Enter the castle** – go to Verse 4.
- **Leave the castle** – Exploration ends.

45

Go to:

46

Attach the **"Merlin's Tower"** Location card (**495**) to the top edge of the **"Castle Camelot"** Location (**490**). Move all Party members there and Explore this new Location for free.

47

Go to:

48

Souls disperse, but you know they will be back. And when you look around, you see why bodies pile up under walls, all of them bearing signs of the Red Death. It seems in the first days or weeks of the plague, the people who died in the castle were kept here.

- **Search the bodies** (only if you **don't have** the **"Pillager"** part **3** status) – gain 4 Miasma, one Ancient Item and the **"Pillager"** part **3** status. Then, make another choice.
- **Go back up** – go to Verse 18.

49

Finally! A treasure trove of legends! A library that should satiate your hunger for stories until the end of your days. At first, you think that all the cheap romances and dull military treatises are the exception rather than the rule. Soon, it becomes apparent that the brave, honorable knights of the Homelands really used to read this dung. In the entire library, there's not a single tome that would interest you in any way.

Legends of the Homelands are not what you thought them to be. You miss Avalon's colorful, weird folk tales different in every farmhold. Not to mention the lack of deadly miasma, undead dancers, gigantic fishfolk and other horrors... At least your travels through Camlann would make a good story. You have to write it down someday!

Mabd gains 1 and 2 Exp. Gain the **"Unique Perspective"** part **7** status. Go back to Verse 9.

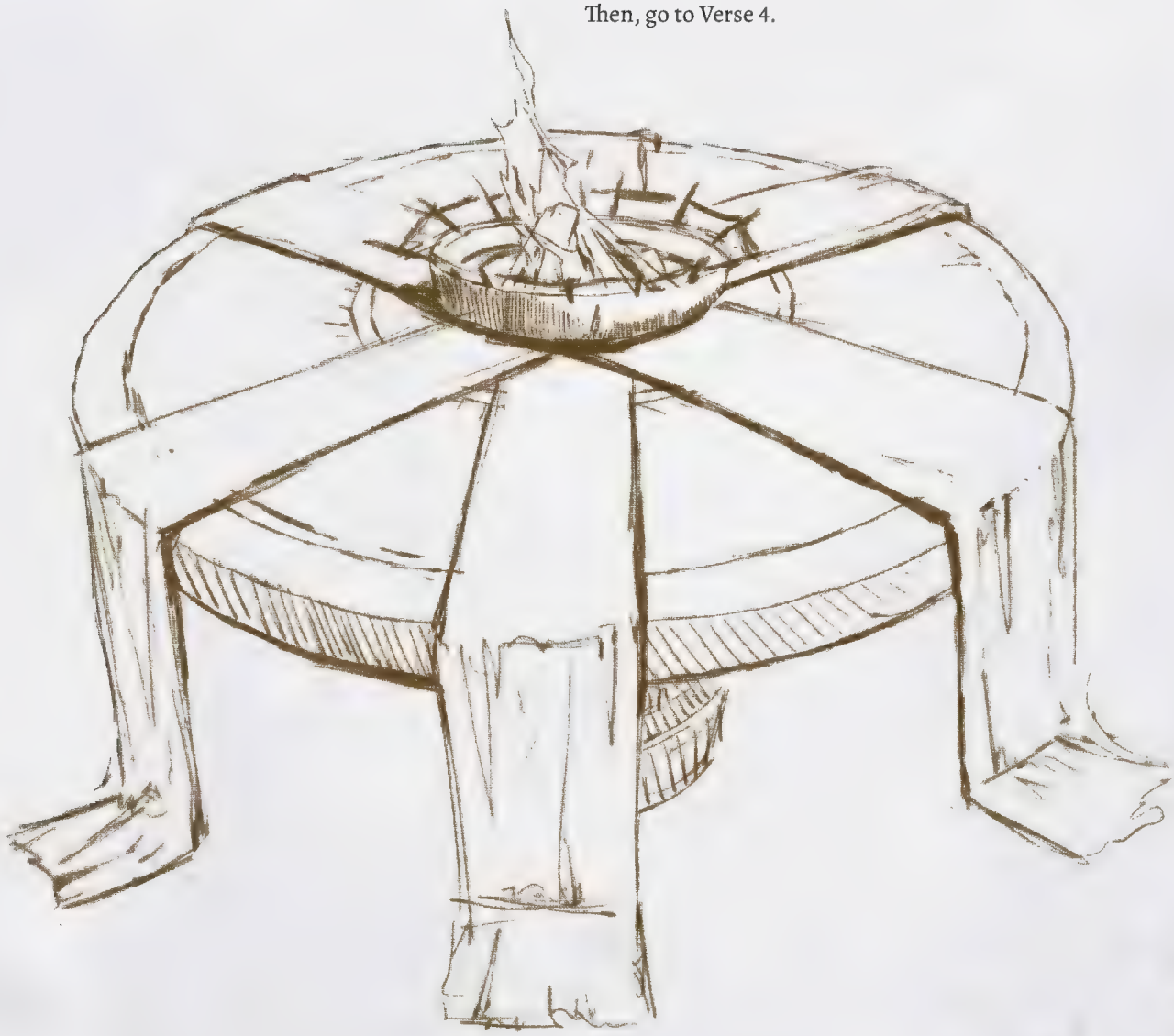
50

CONGRATULATIONS! You've completed your Quest!

Discard your Active Quest.

Find and resolve the **Chapter 6**: **Part 3** card.

Then, go to Verse 4.



495 Merlin's Tower

Through countless small floors, the spiral staircase reaches staggering heights, and dizzying depths. Regardless of which direction you choose, hundreds upon hundreds of steps await you...

If you **don't have** the **"Forlorn Splendor"** part **6** status, go to Verse 6. Otherwise, read on:

- **Climb up** – *The wizard's' study, with all his books, and with a commanding view of the city and its surroundings, is somewhere at the top, two or three hundred feet above you.* Go to Verse 1.
- **Climb down** – *The wizard's secret laboratories are said to be deep under the tower.* Go to Verse 3.
- **Leave the tower** – go to Verse 7.

1

Up and up you go, cutting through many floors of quiet rooms, libraries and workshops. The knowledge contained in this tower is staggering. You can't wait to see what's in Merlin's private study, up on the top.

If you **have** all parts of the **"Chronicles of the Plague"** status, go to Verse 5. Otherwise, read on:

Suddenly, a strange premonition stops you in your tracks. There are still many things you don't understand about this city, the plague, and the Danse Macabre. Are you ready for what lies ahead?

Hint: This is the last place you can turn back from. If you wish to gather additional statuses, or explore any parts of Camlann, do so now.

Choose one:

- **Keep climbing up** (pay 1 per Character) – go to Verse 5.
- **Climb down** – *The wizard's secret laboratories are said to lie somewhere under the tower.* Go to Verse 3.
- **Leave** – go back to the start of this Location.

2

Go to:

3

After a couple of floors of storerooms and workshops, you end up in a featureless room at the bottom of the tower. There's nothing here, save for a small set of metal rotatable dials in one of the walls.

If your Miasma is High, go to Verse 8.

If you **have** the **"Forlorn Splendor"** part **1** status, go to Verse 2.

Otherwise, go to Verse 4.

4

Go to:

5

Your head spins from the constant climb up the narrowing, spiral staircase. Always up. Always right. Turn after turn, until the only thing you see in the narrow windows is the blue sky, free of Miasma that was left far below.

You get so used to this monotonous climb, you stop startled when something changes. The tail of a long, white serpent lies on the stairs, the rest of the body disappearing higher up. You rub your eyes, and realize it's no serpent, but the end of a long, coiling scroll, sewn together from countless pieces of vellum.

Intrigued, you walk up and take the end of the scroll.

"This is the final chronicle of Camlann. Final, because I am the last historian alive, and soon I might very well be the last sane man alive. In this tower, far from the call of the Dance, and from the corruption of Miasma, with all of the city in plain sight of my spying glasses, I intend to use my immortality to give an account of the years after the fall of the Red Empire; after the Dance took all that remained of us.

Day 23, Month of Youle, year 563 of the Red Empire: After the Dance nearly claimed me, I left the domicile and entered the castle using the key from our Town Hall. I cleared some rooms and set up my post at the top of the tower, bringing here all necessary apparatuses for the observation of Camlann and its surroundings.

Day 24, Month of Youle, year 563 of the Red Empire: The domicile empties, only the gatekeeper and some lost souls are still there. The dance grew it is now on the Golden Alley, and it just bounced back from the closed castle gates. Fortunately, its music can't reach me here.

Day 25, Month of Youle, year 563 of the Red Empire: A riding party of Picts entered the city from the south. Unusually, they used canoes to land in Shanty Town. I've seen most of them killed by the Plaguebeasts. One ran and disappeared from my sight.

Day 26 (...)"

The scroll goes on and on, floor after floor, never ending like the stairs, with minute descriptions of every day, year after year, decade after decade. You eventually stop reading, to get to the top faster. Finally, you emerge in Merlin's study at the top of the tower.

Go to:

6

Finally! With the abandoned castle behind, you enter the silent sanctum of Merlin's Tower.

Gain the **"Forlorn Splendor"** part **6** status.

Hint: From now on, you will be able to travel to Merlin's Tower directly from the castle gate, bypassing Camelot.

CONGRATULATIONS! You've completed **Chapter 6** of the **"Red Death"** campaign!

Each Character gains 4 Exp.

Lose 2 Miasma.

Discard your Event Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 7** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

7

Move all Characters to the **"Castle Camelot"** Location (**490**). Exploration ends.

8

Go to:

Book of Secrets

4

If you **have** the **"Port Report"** part **4** status, there's nothing more to talk about – go to Verse 12. Otherwise, read on:

The captain congratulates you for staying alive for so long, and takes a moment to rethink your discoveries. He's as shocked as you that the time passed since Arthur's exodus was so long. Still, if there is intelligent life in Camlann and its surroundings, there's a chance that human settlers could prevail here as well. It is of vital importance that you continue your mission and learn more about the city, the choking Miasma, and the situation beyond Camlann's walls.

Your achievements so far are greatly appreciated – you showed the crew that this expedition has real meaning. The captain opens a chest in his cabin and hands you an artifact from the Homelands that was his prized family treasure.

Each Party member loses 1 and gains 1 Exp.

Gain one Ancient Item and the **"Port Report"** part **4** status. Then, go to Verse 12.

7

As the monster focuses on you, the girl breaks free and runs so fast you have no chance to catch her.

Gain the **"Picts"** part **2** status. If you **have** the **"Fomorians"** part **2** status, go to Verse 104. Otherwise, read on:

New Task: Find someone else to talk to. This may not be easy.

Gain 3 Miasma.

Exploration ends.

12

The spirits of the crew are even lower than when you disembarked the last time. Downcast sailors roam the decks, looking extremely exhausted, even though they have little to do. The captain invites you to join him in his cabin to give an account of your progress.

- **Speak to the crew** – go to Verse 125.
- **Meet with the captain** – go to Verse 79.
- **Spend a night in a safe cabin** (this may end your Day) – go to Verse 51.
- **Beg for help** (requires Medium or High Miasma, only if you **don't have** the **"Beggar"** part **1** status) – *This forsaken city is getting the better of you. You need all the help you can get if you are to finish your mission.* Go to Verse 113.
- **Visit the incarcerated sailor** (only if you have the **"Call of Ruins"** part **1** status and don't have part **2** of this status) – go to Verse 330.
- **Return ashore** – go to Verse 13.

13

The rowboat can take you to any place along the shore, as long as it's safe.

- **Swim to the Old Port** (only if Location **408** is revealed) – move all Party members to Location **408**. Exploration ends.
- **Swim to the Ramshackle Wharf** (only if Location **405** is revealed) – move all Party members to Location **405**. Exploration ends.
- **Swim to the Votive Temple** (only if Location **410** is revealed) – move all Party members to Location **410**. Exploration ends.

20

The captain firmly refuses. Returning to Avalon without supplies and empty handed is unacceptable.

Go back to Verse 79.

28

You pursue the Pictish huntress, who heads toward a slope overgrown with stocky buildings. You're close to catching up when she swiftly jumps over a hole in the ground, leading to a caved in cellar. You fail to notice it until too late and tumble down into the darkness. When you crawl out, the huntress is gone.

Place a Quest Token on the **"Crooked Heap"** Location (**406**). Exploration ends.

50

Body parts litter the floor, and old blood covers the walls of the ware house. For a moment, you imagine the terror of the people herded into this space and waiting for the Red Death to take their lives or to transform them into roaming monstrosities...

You shake off this feeling – if you are to survive in this dead city, you need to stay focused. Looking around, you manage to find some valuables among the remains.

Each Party member may gain 1 and increase their Miasma by 1 any number of times to gain the same number of Wealth.

If at least one Character decides to do so, and you have at least 5 , go to Verse 220.

Otherwise, Exploration ends.

51

Resting in your cramped cuddy is definitely more comfortable than sleeping in haunted ruins. Unfortunately, pained moans and screams coming from the depths of the ship disturb your moment of respite. What's happening there?

- **Speak to the crew about the noises** – go to Verse 125.
- **Keep resting** – go to Verse 52.

52

You stuff your ears to block the noises and manage to have a fairly good rest.

Each Party member gains 2 and loses 1 .

All Party members Pass for the rest of the Day.

Exploration ends.

79

If you **have** parts **1-3** of the **"Port Report"** status, go to Verse 4.

The air is heavy with smoke in the cramped captain's cabin, as half dried herbs sizzle on cinders in an ornate bowl in a futile attempt to chase away the Miasma. The grim leader of the ship scowls and asks if you know everything about this place already. Something bad is happening with the crew. The captain wants to set sail as soon as possible.

- **Tell him about your encounter** (requires the **"First Contact"** part **1** or **2** status) – go to Verse 199.
- **Tell him about your findings so far** (requires the **"Chronicles of the Plague"** part **4** status) – go to Verse 178.
- **Tell him about the eerie music and the half-dead** (requires the **"Perplexing Clues"** part **4** status) – go to Verse 119.
- **Ask him to set sail and return home** – go to Verse 20.
- **Finish your meeting and do something else** – go back to Verse 12.

80

Your consciousness slowly returns, starting with the sensation that you now have a body – a feeling that should be familiar, and yet somehow seems alien and strange. The cold draft makes you aware you're naked, save for a horrible iron contraption locked around your head. The sudden shiver awakens pain in every muscle and joint of your strained, exhausted body. You can't seem to focus or recall the latest events.

As you stand up, you notice snowflakes falling on the roofs and streets of this forgotten city. How much time has passed? Days? Weeks?

Gain the **"Saved"** status.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2.

Take all Secret and Item cards belonging to all Characters and set them aside, in one pile. Put Secret card **101** face-up on top of these cards.

Gain the **"Naked!"** Secret card (**109**).

Each Character gains a random **"Mask of Shame"** Secret card (**120**).

Discard all Location cards. Place Location **406** (Crooked Heap) on the table and place all Characters in this Location.

Attach Locations **405** and **407** to the appropriate edges of Location **406**.

Discard your Active Quest card.

Find and resolve the **Chapter 2: Part 2** card.

Exploration ends.

89

The captain is here, in his best uniform, hanging by the neck from a wooden beam, his face black and mummified, the ship's log lying closed on the table near him.

The last entries in the ship's log seem to indicate that after hearing your reports about the insanity of Camlann, the captain lost all hope of success. One by one, his crewmembers deserted the ship, and a group sent to look for you has never returned. Finally, instead of succumbing to madness, the captain took another way out. You don't know what is more disturbing: his suicide, or the fact that much more time has passed since your last visit here than you thought...

Gain the **"Tides of Time"** status. Go to Verse 166.

99

Grateful for you saving her, this green eyed, one eared girl stays and tries to talk to you. Her language is harsh and alien, but there are some words that bear faint echoes of one of the dialects you met on Avalon.

Eventually, a mutual understanding begins to emerge.

If you understand her correctly, she is looking for someone who came to these ruins and never returned. When you try to ask her if there's anyone left alive in the city, she doesn't know how to answer. Several times, she repeats a gesture that resembles playing a flute. She also points to the other side of the wall in the upper part of this district, beyond the Red Gate. You're not sure what it means.

Soon, the time comes to part ways. The girl shows you she needs to go and tries to push herself past you.

- **Let her go** – *This city doesn't need any more dead.* Go to Verse 260.
- **Attempt to capture her** – go to Verse 116.

100

Danse Macabre – Rules

When you read these rules for the first time, start by setting up the Danse Macabre:

- Find the **"Danse Macabre"** card and place it on the table, so that the **"Up the City"** side faces up.
- From all the Locations listed on the **"Up the City"** side of the card, find the highest-numbered Location that is revealed and contains no Characters.
- Place the Danse Macabre model in this Location.

The Danse Macabre is the twisted procession that walks through the streets of Camlann in a predetermined pattern. Below you can find all rules related to the Danse Macabre.

Danse Macabre Card

This card is used to track the current location of the Danse Macabre if it's not on the table. The number in front of the base outline shows the current Location of the Danse Macabre. The card has two sides – one is used when the Danse Macabre moves up through the city, and the other one – when it returns.

The Danse Macabre model can only be present in either a revealed Location or on the Danse Macabre card.

If you discard a Location containing the Danse Macabre model, put it on the card, so that its base points to the same number as the Location it was in.

Whenever you attach any new Locations, check if the Danse Macabre model points to the number of any revealed Locations. If it does, place the Danse Macabre in the matching Location.

Danse Macabre vs Characters

Any Characters present in the Location of the Danse Macabre immediately go to Verse 109.

Any Characters who walk into a Location adjacent to the Danse Macabre gain 1, unless they have Secret card **115**.

Once the Danse Macabre moves, any Characters in Locations adjacent to its new Location gain 1, unless they have Secret card **115**.

Danse Macabre vs Guardians

Any Guardian present in a Location with the Danse Macabre is immediately discarded.

Reminder: If you came to this rules section from the **Chapter 3: Part 1** card, remember to resolve **Chapter 3: Part 2** now.

101

Your mind is almost consumed by the music and the rhythmic movement, but then – as you notice your friend dancing near you like a mindless puppet – the anger and shock sober you up for a brief moment. You grab your friend and together you dive into one of the side alleys. There, you manage to hold your kicking, screaming and biting comrade long enough for the procession to leave.

Gain 2 Miasma for every Character present on Secret card **116**. Each Party member loses 1.

Discard Secret card **116**. Place all Characters who were on this card in the Location of the Character who freed them.

Exploration ends.

104

You've managed to waste all your chances of gaining an ally in this forsaken city. Without help of the Fomorians, or Picts, there's only one way your story may end...

Go to Verse 790.

109

If Secret card **116** is in play, go to Verse 101.

Otherwise, check the number of your **"Close Encounters"** status parts and see your results below.

0 – go to Verse 470.

1-3 – go to Verse 680.

4+ – go to Verse 795.

110

The Fomorian scholar seethes with anger. He won't be easy prey.

Gain the **"Fomorians"** part **2** status.

Resolve the **"Fomorian Scholar"** blue Encounter (Difficulty 5). After the Encounter, regardless of the result, if you have the **"Picts"** part **2** status, go to Verse 104. Otherwise, read on:

New Task: Find someone else to talk to. This may not be easy.

Exploration ends.

111

Endless Dance

1) Check the current Location of the Danse Macabre (regardless if it's on the map or on its card).
2) On the Danse Macabre card, find a Location number that follows the current Location of the Danse Macabre (indicated with an arrow).
3) If this Location is revealed, move the Danse Macabre there.
4) If this Location is not revealed, move the Danse Macabre to its card, so that its base indicates the number of this Location.
5) If the next Location on the card is the end point (**"End"** instead of the Location number), flip the Danse Macabre card to its other side and place the Danse Macabre so that its base points to **"Start"**.

Reminder: If any Characters are present in the Location that the Danse Macabre moved to, or in any Location adjacent to it, go to Verse 100 and apply the consequences.

Continue the game.

112

He notes on his scroll that you spoke to him.

Go to Verse 760.

113

The crew is running low on everything, but they know they won't leave this place until you finish your mission, and your pathetic condition encourages them to scrape together some leftovers to help you.

Gain 4 Food, 2 Magic and the **"Beggar"** part **1** status. Go back to Verse 12.

114

If you **have** the **"Port Report"** part **4** status, go to Verse 89. Otherwise, read on:

The cabin is empty. On the table around which the captain and his officers used to meet every morning, you find the old remains of a solitary meal – a mummified piece of strange meat, shriveled, dried fruit and some red dust in a cup that was once wine.

On the floor, you find the remains of a vandalized ship's log – drenched in spilled ink, pages ripped to pieces. You search the cabin and leave, feeling almost unbearable tension.

If you **don't have** the **"Down Below"** part **1** status, gain 1 Ancient Item and the **"Down Below"** part **1** status.

Each Character gains 1 . Go to Verse 166.

115

The author of the scroll is now before you: a pathetic, lanky figure with bent back and head stooped low over the scrolls. The Miasma didn't spare him, but his mutations are unique: a coil of red veins and nerves extends from his face like a tangle of snakes, and goes across the floor to brass spyglasses and telescopes, standing on the balcony and in all windows, tentacled eyeballs stuck to them like parasites.

The chronicler slowly turns to you, as if he could see you with his eyeless face, and then goes back to writing. Intrigued, you approach and look over his shoulder:

"Day 3, Month of Awst, Year 1687 of the Red Empire: I was discovered by the agents of the Eternal Dance. They are now in my study, pondering their next move, and reading my chronicle. From what I've seen, they do not bear ill will, but who knows what the dance could seed in their minds during the decades they spent with it."

Decades? You suddenly feel your knees going soft.

- **Speak to the chronicler** – go to Verse 112.
- **Read more of his scroll** – go to Verse 760.

116

She breaks away from you and starts running again. Tired after the previous chase and the combat, you have no chance of keeping up with her.

Gain the **"First Contact"** part **1** status. Each Character gains 2 Exp.

If you're playing **Chapter 1**: **Part 4**, go to Verse 730. Otherwise, Exploration ends.

117

The seneschal's note clearly spoke about laboratories under the tower. There must be a way to go further! You take out the crystal, found with the note in his office, and try to touch the dials. It doesn't work, but for a moment you see a glimpse of a number, written on the wall, and visible only through this strange scrying glass. Taking a couple of steps back, you put the crystal to your eye again, and see various numbers and arrows surrounding the dial.

Choose one:

- **Leave** – Exploration ends.
- **Turn the dials** – *Without the correct number, guessing would take ages!* Place three Dials in the slots, turning them so that each indicates one number. Go to the Book of Secrets and check the Verse number created by the Dials – if it does not exist, or starts with anything other than **"Correct!"**, go to Verse 501 instead. If the indicated Verse starts with **"Correct!"** read that Verse.

118

Go to Verse 109.

119

You notice dread on the usually calm captain's face. The eerie music calls out to the crew, and already caused several of them to jump ship and swim to the city – they have never returned. The captain begs you to find a way to destroy the source of music. If people are to live here someday, this hellish music must go silent.

Gain the **"Port Report"** part **3** status. Go to Verse 79.

125

If you **have** at least 4 go to Verse 275. Otherwise, read on:

The crew is malnourished, and suffers from scurvy, but that's not the worst part of what's happening to them. They all seem... off. Their minds drift away while you speak with them, and one sailor assures you he hears alluring music coming from Camlann – you want to ask more, but others quickly silence him.

- **Share your provisions with them** – set aside any number of Food and go to Verse 510.
- **Let them be** – go to Verse 12.

128

Resolve the special **"Time-lost Crew"** gray Encounter in **Verse 158**.

131

Make sure the **"Crooked Heap"** Location card (**406**) is properly attached to the left side of this Location.

Sum up your and . Subtract 3 from the result if there's a Quest Token on Location **405** and remove this Quest Token.

If the final result is lower than 6, go to Verse 28. If the final result is 6 or higher, go to Verse 195.

132

You hear a click, and unexpectedly, a wall to your side moves slightly. You push it and discover a hidden niche with a lever. You pull it without thinking – and you feel like something grinds inside the wall.

Gain the **"Tomb"** part **4** status. Go back to Verse 25 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

135

Equipped, armed, and clothed, and with only slight pain and some scuffs to remind you of this horrid mask, you hoped your confidence would return. Unfortunately, you still feel weaker and your mind seems strangely clouded. On top of that, even the slightest sound in the distance causes your skin to crawl, and you carefully look for the Danse Macabre before turning every corner.

If you **have** the **"Fomorians"** part **1** status, go to Verse 145. Otherwise, read on:

Now that you look somewhat presentable, you feel you should return to your ship. If anyone knows how much time has passed since the dance took you, it is they.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2 Exp and loses 2 .

Lose 1 Miasma.

Discard your Active Quest.

Resolve the **Chapter 2: Part 3** card from the Event Deck.

Exploration ends.

137

You reach the top of the dome winded, and short on breath but the views more than make up for it. From here, you see the city stretching far and wide. To the east, a misty sea. To the north, the old port with its many forlorn piers, and beyond it a long commercial wharf. To the south, dense slums begin, the sea outside covered in floating islands of flotsam. To the west there's a peculiar district of gardens and mansions, separated by tall walls. Beyond them, the city slowly climbs up and up. A commercial district, a plaza. Then, the wall separating the lower city from the upper city, with solitary gate, painted in red.

On the horizon, the enormous walls of the original Camelot climb the mountain overlooking this city. A long bridge, with rows of houses hanging on both its sides, leading right up to the castle gate.

You take some notes and make some sketches that will help you memorize the locations of various landmarks, before the cold winds chase you back into the temple.

If you **don't have** the **"Lay of the Land"** part **1** status, Each Party member gains 1 Exp and loses 2. Gain the **"Lay of the Land"** part **1** status.

If you **have** Secret card **103**, go to Verse 240. Otherwise, Exploration ends.

140

You hesitate and, in the end, don't press any of the stones. Should you reconsider?

- **Decide to press the stones** – go to Verse 185.
- **Do it later** – go back to Verse 25 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

145

You gaze towards the silent, empty sea. What would you give for a moment of respite on the deck of your ship! Not to mention, the crew could shed more light on how much time has passed since you were taken.

Unfortunately, your vessel is gone, pierced by Fomorian bolts, and you have no other choice than to push deeper into the city and continue your journey, hoping to learn how to protect yourself from Miasma and the Danse Macabre.

Go to Verse 531.

148

Go to Verse 523.

151

Your stomach turns, and your lungs burn, aching for fresh air. You quickly back off from the bridge. The good news is, at least now you know where the vile fumes that shroud the city originate from. Unfortunately, not even a plague doctor's outfit could help you walk through such a potent concentration of Miasma and reach Camelot, it's walls and open gate looming tantalizingly beyond.

As you ponder this, you notice strange, fresh markings scratched into the stones of the bridge. Were they left by Picts? Or the Fomorians? You've seen members of both these races exploring every nook of Camlann. Perhaps they have developed their own ways of dealing with Miasma? This may be your only chance to progress further...

CONGRATULATIONS! You've completed **Chapter 4** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 1 Miasma.

Discard your Event Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 5** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

155

Standing in the outermost area of the district closest to the walls separating it from the rest of the city, this mansion looks like it was repurposed into a fortress. The elegant arches of windows were made smaller, gates narrower. The balconies and terraces made into improvised ramparts. Whoever lived there once was prepared for an attack and it did not help them. You clearly see the cracked walls with huge openings, collapsed balconies and demolished entrance the testament of a battle that happened there and which was clearly lost by the defenders.

If you **have** the **"Pillager"** part **7** status, go to Verse 156. Otherwise, read on:

In the middle of the main hall you can see a small encampment of Pict warriors. They are armed and ready for battle and they are standing guard, sometimes looking vigilantly towards one of the other mansions.

- **Try to bypass them on the way inside** – go to Verse 190.
- **Confront them** – go to Verse 238.
- **Leave** – Exploration ends.

156

In the middle of the main hall you can see the remains of a small encampment of Pict warriors. Their bodies lie scattered on the floor where you left them.

- **Get inside the mansion** – go to Verse 269.
- **Leave** – Exploration ends.

157

If you **have** the **"Plunderer"** part **7** status, gain 2 Wealth, and then Exploration ends.

If you **don't have** the **"Plunderer"** part **7** status, read on:

You manage to restrain the chaos of this place. Soon, everything is segregated, and in a pile of rather useful items, you find a relic in almost perfect condition.

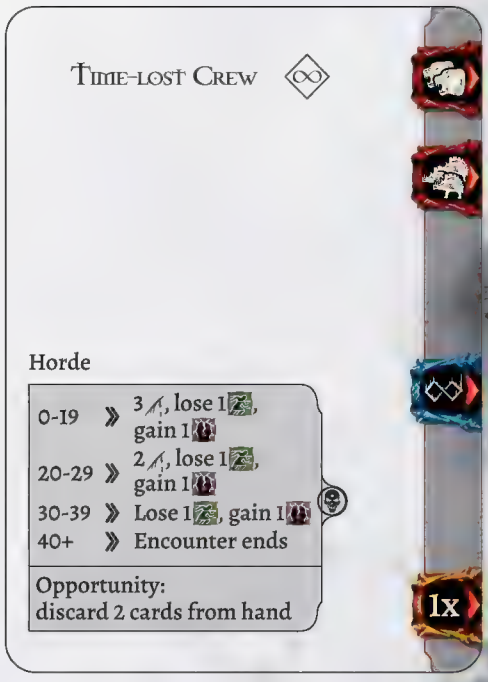
Gain 1 Ancient Item and the **"Plunderer"** part **7** status. Exploration ends.

158

Once the Encounter ends:

If you **have** the **"Down Below"** part **3** status, go to Verse 427.

Otherwise, go to Verse 612.



159

Do you press the spear?

- **Yes** – go to Verse 132.
- **No** – go to Verse 140.

160

The narrow corridor is just where it was in your dreams in the basement just behind what looked like a solid wall but after ages still opens, although with the loud sound of stones grinding. This is the road the occupants tried to take but did not manage to get there.

If the **"Old Port"** Location (**408**) is revealed, move all Characters there. Otherwise:

Discard all Location cards.

Place the **"Old Port"** Location (**408**) on the table.

Attach all connected Locations to the **"Old Port"** card.

Move all Characters to the **"Old Port"** Location (**408**).

All Characters Pass for the rest of the Day.

Exploration ends.

162

You're in a circular courtyard. Its steps rise sharply towards a cylindrical altar that looks like the axis of all the circles around you.

- **Climb onto the altar** – *You wonder what you would feel at the very center of this strange place.* Go to Verse 650.
- **Leave** – Exploration ends.

163

Go to Verse 523.

166

What do you want to do?

- **Check the lower decks** – go to Verse 204.
- **Go to the captain's cabin** – *Located in the forecastle, it's the closest one.* Go to Verse 114.
- **Call out** – *Where could they all go?* Go to Verse 585.
- **Leave** – go to Verse 654.

167

You ignore the Firbolg and approach the building. It doesn't have any windows, so you squeeze through the door. The interior is completely dark, forcing you to light a torch.

You are assaulted by the smell of dried blood, vomit, and bile. It's silent here; so silent, your ears hurt. You move slowly, looking at Firbolgs' corpses swollen and bloodied. The building is enormous inside, and the floor descends, leading deeper into the ground. Suddenly, you hear the rattle of chains behind one door. You open it slowly and see a man his beard is longer than an adult wyrm, he doesn't have eyes, and he bleeds profoundly from his mouth and countless wounds.

"YOU AGAIN?!" he shouts. "Why do I have to meet you over and over again? Are you having fun? Do you like to laugh at Dá Derga? Fuck you and your heroic antics!" He coughs and spits at you. You retreat, but some blood touches your skin. You run away from this mad, dark place.

Each Party member tosses a Dial.

- **Grail** – Exploration ends.
- **Skull** – this Party member gains Secret card **66**. Exploration ends.

169

You hear a snap, and the door before you budges as it unlocks.

Gain the **"Tomb"** part **5** status. Go back to Verse 25 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

170

You try to explain you mean no harm to the creatures with calm words and gestures, trying to avoid the fight. It does not seem to change anything they still seem to be approaching you with weapons drawn until you take out their family sigil from underneath your clothes. The creatures stop abruptly. For a few seconds they exchange glances, and some noises that barely resemble words. Then one of them approaches you very slowly. It reaches out and points at the symbol. You take it off and show it on your open hand. The creature ponders it for a few seconds then reaches for it, grabs it and withdraws. A few seconds later it approaches you again giving you a few old, but certainly golden coins.

Discard Secret card **125**. Gain 4 Wealth. Each Character gains 2 Exp. Read on:

Once you take the coin, the creature gestures at you to go away.

Exploration ends.

175

If you **have** the **"Axis Mundi"** status, go to Verse 163. Otherwise, read on:

You've seen there's something inside these concentric structures, and you're desperate to reach it. You strike the makeshift wall in a weak place and break through it. You wait for the hellish wave of bodies to roll past the corridor and break the other wall too.

Another, even smaller circle.

And another.

And another.

The final structure is so small you have only seconds to work until the wall of the bodies makes another full round. Yet, you manage to cut through it as well. Sweaty and tired, you reach the middle of this circular hell.

Each Character loses 1 and gains 2 Exp. Go to Verse 176.

176

A small courtyard is in the middle of the rings. Its circular steps rise sharply towards a cylindrical altar that looks like the axis of all the circles around you. In the middle of the altar, a sword protrudes from a stone. Caliburn! The ancient blade of Arthur's father, Uther Pendragon! A sister blade of Arthur's Excalibur!

Gain the **"Axis Mundi"** status.

- **Remove the sword from the stone** – if your Miasma is Medium or High, go to Verse 570. Otherwise, go to Verse 562.
- **Climb onto the altar** – *You wonder what you would feel at the very center of this strange place.* go to Verse 650.
- **Leave** – Exploration ends.

177

This is a large, three part relief. The left part shows a maiden. The name under her says "Iseult". The second one shows a knight called "Tristan". They face each other, and the middle part, between them, where their hands are supposed to be, is missing. There are three square pieces, each matching both sides perfectly, you can slide in to complete the scene.

On the first square Iselut holds a viper that bites Tristan's willfully extended arm. On the second square, the hands of the lovers hold daggers, aimed into each other's heart. On the other square, they hold a single cup with a magic potion.

Which slate do you slide in to complete the first half of the relief?

- **A viper killing Tristan** – go to Verse 148.
- **A simultaneous suicide** – go to Verse 162.
- **A love potion in a cup** – go to Verse 221.
- **Move onto the first relief** – go to Verse 551.
- **Move onto the second** – go to Verse 375.
- **Leave the shrine** – go to Verse 14 in the **"Castle Camelot"** Exploration Journal (**490**).

178

You stop your eager monologue when you notice that your story about the fascinating horrors of the city only scares the captain. He asks you to focus more on your task to discover if there is any place here that is safe and habitable.

Gain the **"Port Report"** part **2** status. Go to Verse 79.

179

As you prepare to make your stand in the narrow corridor, surrounded on all sides, a door to the left opens suddenly, revealing yet another crewman.

"Here! Quick!" she shouts.

Though she looks just as crooked and afflicted as the rest of the crew, you don't think long. You jump into the cabin and she locks the door behind you with a sturdy bolt. The interior of her small room stinks of Miasma. Its walls are covered with barely legible scribblings, and the floor is full of dead, half eaten rats.

"Thank you! I knew you'd return. Your advice... It kept us sane. We did not listen to the music. I didn't. Please, take me home. Please."

Your heart wrenches, as you try to find words to answer her. Fortunately, she does not wait for an answer. Instead, as someone begins to violently bang on the door, she pulls you to a smaller hole in one side of the room.

"Here! Their minds are gone. They will eat you if they catch you. This leads to a lower deck. Go through there! Come back for me when they are asleep. I will be waiting!"

Gain the **"Down Below"** part **2** status.

If you **have** the **"Down Below"** part **3** status, go to Verse 427. Otherwise, go to Verse 612.

180

The captain tries to outshout the sailors. They grow resentful after all, he failed to feed them, while your actions show that food is abundant on the shore. A brawl breaks out and quickly ends when the captain kills one of the mutineers. For causing this ruckus, the captain angrily orders you to leave the ship and to not return for some time.

Each Party member gains 1. Gain the **"Call of Ruins"** part **3** status. Exploration ends.

182

The building was clearly ransacked many times, but after a painstaking search you are able to find some small trinkets that could be of value.

If you **don't have** the **"Forgotten Curios"** part **5** status, gain 4 Wealth and the **"Forgotten Curios"** part **5** status.

Exploration ends.

185

Do you press the sword?

- **Yes** – go to Verse 169.
- **No** – go to Verse 212.

186

You track the Pict, waiting for the right moment to approach. When she enters a blind alley, you reveal yourself and ask her not to run further.

Panting and flustered, the wild-eyed girl ducks as if she was preparing to jump at you, but you notice she's also very surprised to see another living being in this ruin. As you eye each other, a horrific creature quietly emerges from the rubble and silently moves towards her. You make a step forward and scream to warn her, but she takes it for an attack and jumps backwards straight into the monstrosity.

Resolve the **"Tonguegead"** green Encounter (Difficulty 4). If you win, go to Verse 99. Otherwise, go to Verse 7.

190

Roll a die and add your .

1-4 – go to Verse 238.

5+ – go to Verse 269.

195

You pursue the Pictish huntress, who heads toward a slope overgrown with stocky buildings. When she turns into a narrow alley, you decide to climb a short wall and follow her from up there. Soon, she stops and looks around she doesn't notice you!

Go to Verse 186.

197

The descent into the innards of the ship is not a pleasant one. The stairwells are rotten through, and the dark air is filled with the choking, sweet smell of Miasma. You carefully step into the central corridor. The entrances to the crew quarters extend to the left and right.

Suddenly, dark shapes spring forth from every door and crevice. They were waiting for you!

Each Party member gains 1. If you **have** the **"Call of Ruins"** part **2** status, go to Verse 179.

Otherwise, go to Verse 128.

199

You describe your encounter with the intelligent being the captain insists on investigating this case. He wants you to find if there are more of them and, if there are, to learn how they survive in Camlann. Maybe there's a chance for cooperation and mutual help?

New Task: Investigate if there are other intelligent creatures in the ruins of Camlann.

Gain the **"Port Report"** part **1** status. Go to Verse 79.

200

Your conversation, carried over in an awkward sign language, and with the help of pictograms you both draw in the dust on the floor, brings partial success.

The Fomorian scholar seems to claim he came to investigate the city. You try to learn whether he has seen any living humans here. He shakes his head several times and repeats a gesture that looks like playing on a flute. He also shows you there are some more scholars like him in a distant part of the city.

Finally, when it becomes obvious you have nothing more to talk about, the strange creature rises up, gathers its writing tools and prepares to leave.

Choose one:

- **Let it go** – *This city doesn't need any more dead.* Go to Verse 255.
- **Attack it** – *You know little about the legendary Fomorians, but they were never friends to humans.* Go to Verse 110.

204

If there's a red marker on this Location, go to Verse 197. Otherwise, read on:

You submerge in the darkness below the decks. Once, the corridors here reeked of sweaty sailors and salty cod. Now, they smell of dust and chokingly sweet Miasma. Even though you spent months on the ship, it's not easy to find your way without light.

Go to Verse 618.

205

You approach the trap door you saw the creatures were using. It is easy to open once you know where it is exactly and you are able to climb down to a surprisingly large chamber, the walls of which are covered with weird fluorescent mushrooms. Those must have been things the creatures ate although, while not harvested, they emanate an eerie blueish glow.

Gain 1 Food.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one and set it to 2.

Exploration ends.

212

Do you press the crown?

- **Yes** – go to Verse 169.
- **No** – go to Verse 159.

213

The crew is malnourished and in desperate need of many different supplies, but they realize how important your mission is. They also realize they're not heading home until you accomplish it. That's why they scrape together a small cache of provisions and tools to help you.

Gain 5 Food, 2 Magic and the **"Beggar"** part **1** status. Each Character gains 1 non-Companion Item. Go back to Verse 72.

216

You hear a withering scream, first close, but then further away. A few moments later, the fog slowly dissolves leaving you shaken and wounded.

If there's no Quest Dial on this Location, put one here. Set the Quest Dial to **4** (or **5** if you **have** High Miasma). Then, go to Verse 340.

217

You are now able to see the keeper in full; a pitiful creature, not unlike the half dead of the infernal procession. Though he does not appear old, his skin is wrinkled like a dried prune, and has a sickly orange tone, similar to the Miasma.

You push past him, into the light. At the other side, you see an entire secret district of the city, filled with buildings of white marble, not unlike the mausoleum and Votive Temple you saw before! The keeper loses interest in you and moves on, along the wall where other doors leading to other similar cells are visible, their purpose now clear to you. They were used to quarantine people who wanted to shelter in this impenetrable domicile. Judging from the keeper's looks, and the deadly silence that shrouds the district, plague eventually found a way in...

Place a Quest Token on this Location.

If you **don't have** the **"Lay of the Land"** part **6** status, each Character gains 2 Exp. Gain the **"Lay of the Land"** part **6** status.

Go to the **"Impenetrable Domicile"** Location in the Exploration Journal (**435**). All Characters Explore this Location (this Exploration is free).

219

The air turns freezing cold and it almost seems like fog is pouring inside the room you're in, fast, like a wave of water. Suddenly you're almost blinded and you fight with shivers. You look around trying to make out anything in the building full of frosty mist. Suddenly a black shape, larger than a human and terrifyingly fast materializes from the whiteness and you feel terrible pain in your side – you touch it and feel something warm under your fingers. Blood.

Go to Verse 257.

220

Hidden in the darkest corner of the warehouse, covered by a pile of rotten flesh, there is a large, iron chest. It has several knobs and key holes – it would prove very hard or even impossible to open, as it's the first time you've seen a lock this complicated. But you don't have to worry about it, as explosions and rust opened it for you a long time ago.

If you **don't have** the **"Pillager"** part **5** status, gain this status and 1 Ancient Item. Exploration ends.

221

You slide the piece of relief into place. Somehow, it feels good.

Place a Quest Token on this Location. Go to Verse 577.

222

If any Party member has the **"Purge Suit"** Item, go to Verse 232. Otherwise, read on:

Resolve the special **"Gatekeeper"** blue Encounter in **Verse 344**.

223

Getting through to this barely living creature takes a lot of time and effort, but eventually you manage to convince it you're not carrying the plague. You hear the sharp sound of a turning key, and the door in front of you opens.

Go to Verse 217.

232

Though the gatekeeper appears blind, you could swear his white eye ogled your strange outfit. Almost immediately, you hear the sound of a lock opening. With a strained creak, the door in front of you opens, letting in the light of day...

Go to Verse 217.

234

You notice a mud streak on one of the pristine sculptures that watch over the ceremonial staircase leading down to the sea. You approach the dirty statue and find a pile of strange equipment behind it: a back pack and a satchel way too large for a human, stuffed with scribing equipment, scrolls in a strange language, and rations wrapped in seaweed – all reeking of sludge and fish. Tracks made with heavy, muddy boots, lead toward the temple entrance.

New Task: Find out who or what visited the city.

If you **don't have** the **"Plunderer"** part **9** status, gain 3 Food and the **"Plunderer"** part **9** status.

Exploration ends.

238

The Picts raise their weapons the very moment they notice you. You try to calm them down but it seems impossible. They are clearly looking for a fight, even though some of them are wounded and there are two more of them that you previously did not see lying on the floor.

Draw and resolve the **"Pictish Plaguehunters"** green Encounter (Difficulty 5). If you win, gain the **"Pillager"** part **7** status and go to Verse 155. Otherwise, Exploration ends.

239

You approach the wall and touch it in the place you saw the creatures did. The panel of the wall opens noiselessly showing a small chamber, a hidden compartment put there centuries ago by the former owners of the manor.

If you **have** the **"Crystal Clear"** part **2** status, the chamber is empty; go to Verse 340. Otherwise, read on:

You see a large blue crystal standing on a pedestal inside the chamber. It emits an intense blue glow once you approach it.

- **Remove the crystal from the pedestal and take it** – gain Secret card **128** and the **"Crystal Clear"** part **2** status. Go to Verse 340.
- **Leave the crystal** – go to Verse 340.

240

The view, despite being distorted by crude lenses, reveals many secrets of the merchant district that looms to the west, beyond the maze of roofs and gardens. The tall tenement houses of the affluent citizens look abandoned and looted, but... Yes! Atop a couple of them you notice an en clave it seems that a small community tried to shelter themselves from the chaos of the city streets by building wooden shacks and even small gardens on the rooftops, connected with a system of ladders and planks.

Gain the **"Lay of the Land"** part **2** status.

New Task: Reach the secret refuge.

Exploration ends.

245

When you pull the last lever, you hear a loud crack from inside the wall. A moment later, some hinges squeak in the neighboring room.

Gain the **"Tomb"** part **3** status. Go to Verse 17 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

252

The boat is, unfortunately, useless for now. To make good use of this fishing vessel, you would need a large and sturdy fishing net.

New Task: Find a strong fishing net.

Hint: You haven't seen any fishing supplies in the Old Port. You have to look elsewhere in the coastal districts.

Exploration ends.

254

When you pull the last lever, you feel a draft of old air on your face and choke on strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1. Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

255

The Fomorian explorer finishes his work and walks away, disappearing into the city.

Gain the **"First Contact"** part **2** status. Each Character gains 2 Exp.

If you're playing **Chapter 1**: **Part 4**, go to Verse 730. Otherwise, Exploration ends.

257

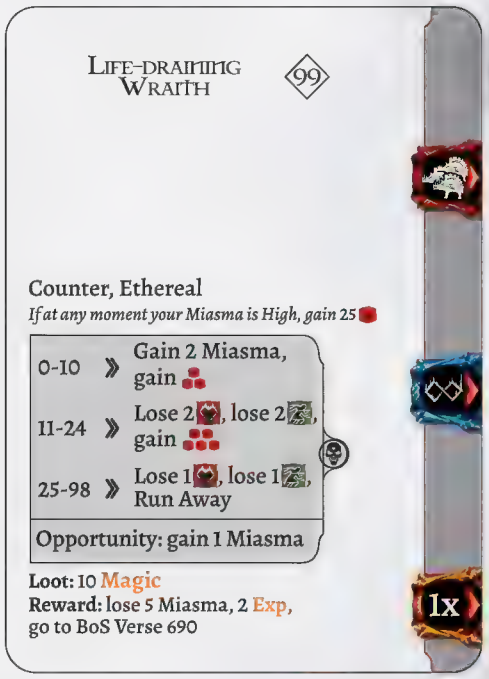
The Party member with the most loses 2. If there are several Characters with the same choose the one with higher Character number.

Each Party member gains 1.

If all Party members have 4 or more , go to Verse 216. Otherwise, read on:

You turn around with your weapons ready, despite excruciating pain. It seems the creature understands how vulnerable you are. You are barely prepared when it attacks.

Resolve the special **"Life-draining Wraith"** purple Encounter. If you didn't win, set the Quest Dial at this Location to **4** (Low Miasma), **5** (Medium Miasma) or **6** (High Miasma), then go to Verse 340.


Life-draining Wraith
99
Counter, Ethereal
If at any moment your Miasma is High, gain 25
0-10 » Gain 2 Miasma, gain
11-24 » Lose 2, lose 2, gain
25-98 » Lose 1, lose 1, Run Away
Opportunity: gain 1 Miasma
Loot: 10 Magic
Reward: lose 5 Miasma, 2 Exp, go to BoS Verse 690
1x

259

You sneak toward the voices. Soon, you become certain they're coming from around the corner. You crawl closer and see a large pack of weird creatures roughly humanlike, crouched, with greyish skin. They move half walking, half jumping on their long, clawed hands. They all look crooked, as if every single one of them was cursed or ill.

They... seem like they are dining. Or rather, acting out a formal dinner in this old, twilight hall; a grotesque theater with you as the only audience. They move around the table in a crooked way, sit on pieces of granite and talk over a table that has been wrecked and repaired too many times. The assorted plates before them are empty and the creatures sometimes stick them with pieces of wood and metal they hold in their claws almost as if using cutlery. One of the creatures is wrapped in long pieces of cloth, almost like a gown. They seem so human and absolutely inhuman at the same time it's disturbing.

Gain 1. Choose one:

- **Attack** – go to Verse 312.
- **Try to make contact** – go to Verse 290.
- **Wait and see what happens next** (pay 1) – go to Verse 400.
- **Withdraw quietly** – Exploration ends.

260

The Pictish scout walks away, disappearing into Miasma covered streets.

Gain the **"First Contact"** part **1** status. Each Character gains 2 Exp.

If you're playing **Chapter 1**: **Part 4**, go to Verse 730. Otherwise, Exploration ends.

261

If you **have** the **"Trinkets and Baubles"** part **4** status, gain 1 Wealth, and then Exploration ends.

If you **don't have** the **"Trinkets and Baubles"** part **4** status, read on:

You nudge a wall while crouching by a pile of rubble. Something cracks, and a thick set building collapses behind your back. Fortunately, only a few splinters hit you. You turn around and spot some interesting items mixed with the rubble.

Gain 1 Ancient Item and the **"Trinkets and Baubles"** part **4** status. Exploration ends.

269

Moving inside the ruined mansion you see much evidence of a hard fought battle that took place many years ago. There are old improvised fortifications, fallen centuries ago and covered in moss, and halls full of long forsaken bones that no one buried.

- **Use the hidden tunnel** (requires the **"Way Out"** status) – go to Verse 160.
- **Look for any wealth or trinkets left in the mansion** – go to Verse 182.
- **Leave** – Exploration ends.

272

You quietly move around the villa trying to find anything of either use or value.

If you **don't have** the **"Forgotten Curios"** part **8** status, gain 2 Wealth, 1 random non-Companion Item and 1 random Ancient Item. Then gain the **"Forgotten Curios"** part **8** status.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one on this Location and set it to 2.

Go to Verse 535.

275

One of the crew members is under lock and key after he jumped into the cold waters and tried to swim to Camlann. The sailor is emaciated, his skin is gray, and the walls of his cabin are scribbled with unintelligible writing. He screams and sings in an unknown language.

The captain doesn't want to talk about this case, but you're sure the crew would appreciate it if you looked into it.

If you **don't have** the **"Call of the Ruins"** part **1** status, each Party member gains 1 Exp. Then, gain the **"Call of the Ruins"** part **1** status.

New Task: Investigate and decipher the mad sailor's ramblings.

Now, choose one:

- **Visit the insane sailor** – go to Verse 330.
- **Do something else** – go to Verse 12.

276

You move through a stone tunnel, its walls dripping with seawater. It's completely dark, except for dim fungi that glow red. Soon, you enter a vast cavern.

Attach the **"Firbolg Hatchery"** Location (**454**) to the right edge of the **"Sunken Forum"** Location (**453**). Move all Characters to the **"Firbolg Hatchery"** and Explore it for free.

279

The doors are closed and even though you try you are unable to move them.

Exploration ends.

280

Suddenly the sounds cut off. For a few seconds, you hear only your own nervous heartbeat. Then, voices explode again, turning into shouts. Before you can do anything, you see movement up ahead and then a large pack of weird creatures. Humanlike, but crouched, and with greyish skin. They move half walking, half jumping on their long, clawed hands. They all look crooked, like every single one of them was cursed or ill.

Go to Verse 290.

281

The stairs to the cellar are cleared of debris and are definitely frequently used.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one on this Location and set it to 2.

If you **don't have** the **"Still Alive"** part **1** status, go to Verse 279.

If you **have** the **"Still Alive"** part **1** status, read on:

The door to the cellar is opened wide and inside looks like a place made to be a safe house for a number of beings. There are a few sleeping places made out of rags and old fabric and some pieces of spoilt food tossed around. There are also a few old coins and pieces of broken jewelry lying around.

Gain 1 Wealth. Go to Verse 340.

289

It's not the first time you've seen something like this – this siege engine resembles the galley of black iron that sunk your ship near the shore. It seems the constructors of these deadly inventions are interested in Camlann and try to infiltrate the city. But what is their goal?

If you **have** at least 4 or , go to Verse 349.

Otherwise, there's nothing more you can make of this finding – Exploration ends.

290

They approach, their reddish, almost human eyes looking at you with anger. They screech and grumble. One wields a rusty sword, another something that looks like a poker. In the back – you are sure – you see one holding a broken walking stick. They stop a few paces away from you and make more noises, gesturing towards the entrance to the building. They clearly want you to leave.

- **Convince them that you can stay** (requires Secret card **125**) – go to Verse 170.
- **Fight your way through** – go to Verse 312.
- **Leave** – Exploration ends.

312

Draw and resolve the **"Cackling Cabal"** grey Encounter (Difficulty 5). If you win, gain the **"Still Alive"** part **2** status.

Exploration ends.

314

You try everything – sharp tools resembling chisels, and a strange fork with too many tines. They are perfect for scraping and wounding your skin, but not for opening the damned mask.

You're about to give up, when you finally manage to bend the hinges a little. Encouraged, you continue the work. It's painful, and most of the time you don't know what exactly you're doing, but in the end, the iron falls on the bloodied floor with a loud clang.

Each Character gains 1, loses 3 and loses Secret card **120**.

Each Character gains 1 Exp.

If you **don't have** Secret card **101**, **don't have** Secret card **120**, and **don't have** Secret card **109**, go to Verse 135.

Otherwise, Exploration ends.

330

A wreck of a human sits under the wall of a cramped cabin, its walls covered in scribbles made with blood and excrement. He screams and sings in an unknown language.

If you **have** the **"Llys-iaith"** status, or if your Miasma is High go to Verse 669.

Otherwise, each Party member gains 1. Go to Verse 12.

337

Correct! A loud click comes from behind the dials and the door slides in.

The movement of the door whips up dust that irritates your eyes and throat. Through watery eyes, you see a cramped, yet well organized library and laboratory. You step in, feeling the weight of your discovery – you must be the first person who's been here since the departure of King Arthur.

Leafing through the books reveals their magical and scientific subjects – you have little time to study forgotten knowledge, but you could find something of use between the crumbling pages. The laboratory equipment is a miracle of ancient glass working – intricate cannulas, containers in various shapes and sizes, jars full of strange substances, insanely complex alembics... You would need several years to learn how to make use of them.

Then, you notice something strange – a part of the room that looks like an entrance to a corridor ends in a wall. It also doesn't look as old as the rest of the walls – the mortar is less dirty, and the stone has a lighter hue. Something could be hidden there.

Choose one:

- **Study ancient tomes** (pay 2 per Party member) – each Party member gains 2 Magic. Then, choose another option.
- **Search the place** – go to Verse 341.
- **Disassemble the suspicious wall** (only if you **don't have** the **"Case Solved"** status; pay 3 per Character) – go to Verse 350.
- **Leave** – Exploration ends.

340

You walk the corridors of the empty building. It's obvious it used to belong to an extremely rich family. The corridors are wide and the courtyard is surrounded by ornate balconies. One wall is entirely covered with plants, creating a green tapestry on the white and grey stone. The place is absolutely silent.

If there's a Quest Dial on this Location, reduce it by 1. If the Quest Dial on this Location is now set to 1, and you **don't have** all parts of the **"Presence"** status, go to Verse 219.

If there's no Quest Dial on this Location, place one on this Location and set it to 3. Then, choose one:

- **Plunder the villa** – go to Verse 272.
- **Search the cellars** – go to Verse 281.
- **Look for food** (requires the **"Hidden Splendor"** status) – go to Verse 205.
- **Look for treasure** (requires the **"Crystal Clear"** part **1** status) – go to Verse 239.
- **Leave** – Exploration ends.

341

You search racks, feel walls, browse dozens of tables and small containers – there's nothing more here. No secret passages, no treasures – only books, books, books, and utensils that are useless to you.

Go back to Verse 337.

344

If there's only one Character in play, draw one extra card at the start of this Encounter. If your Miasma is High, draw one extra card at the start of this Encounter.

If you win, go to Verse 223. Otherwise, return to Verse 7 in the **"Inner City"** (**434**) Exploration Journal.

345

The creatures continue their act, walking the invisible paths they seem to know perfectly well, talking with screeching voices, reenacting the scenes you find creepily human, but performed in a crooked, harrowing way. In the end they all approach one of the walls and touch it in an almost ceremonial fashion. The panel of the wall opens noiselessly, showing a small chamber with a blue crystal glowing inside.

All the creatures look at it in silent awe, motionless for a long while, their eyes aglow, reflecting the blue aura. Their jaws move as if they were reciting a chant.

Suddenly, the silence is broken by a loud howl that chills you to the bone. The creatures wake up, as if from a dream. Moving fast, they close the chamber and go together to the stairs leading down, to the basement of the building. They look around carefully and seem to listen carefully for new noises.

The room empties, leaving you next to the abandoned stage of this bizarre, confusing theatre.

Gain the **"Crystal Clear"** part **1** status and the **"Still Alive"** part **1** status. Place a Quest Dial on this Location and set it to 2.

Go to Verse 340.

349

If you **have** the **"Forgotten Curios"** part **1** status, there's nothing more to find here. Exploration ends. Otherwise, read on:

You start understanding how the machine works you notice connections between certain elements and begin to understand how the cogs transform energy into movement. Many of the crystals are impaled into crabs' brains, and they look related to similar crystals in a central chamber the operators of this engine must have used them to control the hulking sea creatures. You gather the gems, certain you can use them as a magic source.

Gain 4 Magic and the **"Forgotten Curios"** part **1** status. Exploration ends.

350

You scrape out the mortar, which happens to be fragile and crumbles easily under the hard iron of a chisel found nearby on one of the tables. Stone by stone, you disassemble the wall that was clearly raised in haste, by someone who was no stonemason.

On the other side, you find another part of the laboratory, but it looks grimmer. The floor is littered with shattered glass and papers. Diseased body parts float in glass containers. Glass tubes filled with dried up blood, notes, and abandoned purge suits imply that the subject of research was nothing other than the Red Death. Farther in the room, you find a couple of small cells, and each of them is charred inside. If you strain your eyes, you can just about make out human silhouettes burned into the walls. One of the walls, instead of a shadow, has a smashed hole through which you see sewers.

Each Character gains 1 Exp. Then, lose 1 Miasma and gain the **"Chronicles of the Plague"** part **2** status and the **"Case Solved"** status.

Reminder: If this was your last missing part of the **"Chronicles of the Plague"** status, remember to go to Verse 800 now, as indicated on the Save Sheet.

Exploration ends.

351

The port's ledger contains a list of all ships that have ever left the city the first hundred pages speak of travels to places all over the known world, but on the final pages only one destination port appears time after time: "Avalon". And the ending is depressing high numbers of people who couldn't find a ship to board. The last entry is scribbled by a madman who begged the gods for Arthur's return.

If you **don't have** the **"Chronicles of the Plague"** part **3** status, each Character gains 2 Exp. Gain the **"Chronicles of the Plague"** part **3** status.

New Task: Finding all **"Chronicles of the Plague"** statuses will help you deduce what transpired in Camlann.

If you **have** Secret card **103**, Exploration ends. Otherwise, read on:

Once you finish reading the book, a glint of brass in the debris by the wall catches your attention.

Gain Secret card **103**. Exploration ends.

352

A piece of hemp rope lies on the ground, one end tied to a stone arch on the first floor of a nearby house the other was tied into a constricting noose that was cut open. You look down at your body and see some bruising and scratches on your waist that could be caused by a rope.

All seems clear now: someone caught you in a noose as the procession was going down the street, and the nightmarish dancing troupe left you behind, while you struggled to rejoin them. Whoever your savior was, they didn't stick around long enough for you to regain your sanity. However, you have your suspicions as to who they were.

Each Party member gains 1 Exp. Exploration ends.

353

You tell her that the Pennance Grounds hold many interesting prisoners, and the temple is just a boring piece of white stone. She's grateful for your expertise.

Gain the **"Balance of Power"** part **2** status. Exploration ends.

355

The air turns freezing cold and it almost seems like fog is pouring inside the room you're in, fast, like a wave of water.

The Party member with the most loses 2. If there are several Characters with the same choose the one with higher Character number.

Each Party member gains 1.

If all Party members have 3 or less , Exploration ends. Otherwise, read on:

You turn around with your weapons ready, despite excruciating pain. The creature is not yet done with you!

Resolve the special **"Life-draining Wraith"** purple Encounter in **Verse 380**. If you don't win this Encounter, Exploration ends.

357

You see one of these luminescent pellets falling to the ground in front of you. You step forward and notice the creature it came from: a Seeker that keeps nibbling an old book of spells and excreting the magical substance from his other end. Enraged by your intrusion, the Seeker attacks.

Draw and resolve the **"Seeker"** purple Encounter (Difficulty 6). Regardless of the result, Exploration ends.

358

The piece slides in effortlessly. Somehow, it feels right.

Place a Dial, grail-side up, on this Location. Go to Verse 577.

366

You enter the dark warehouse – it smells of dust and rotting flesh. Suddenly, a swollen, disgusting body jumps at you from the darkness.

Draw and resolve the **"Plagued Thrall"** gray Encounter (Difficulty 4). The Character who Activates first this Combat discards down to one card plus one additional card for each red marker on this Location.

After the Encounter, remove any red markers from this Location. If you win, go to Verse 50.

Otherwise, Exploration ends.

368

You tell her that the plague crazed creatures trapped in the Pennance Grounds have no value and are quite useless. The temple, on the other hand, offers a commanding view over the entire Port District and can be easily fortified. She's grateful for your expertise.

Gain the **"Balance of Power"** part **1** status. Exploration ends.

370

The creatures continue their weird act. They raise empty cups and pretend to drink. One sits in the corner of the room and starts bobbing its claws and head – you don't understand why. A few heartbeats later the rest stand up and start to dance in a harrowing parody of an old court dance. Their shadows create terrifying patterns on the old and moldy walls.

A few moments later, one of them goes to the well masked trapdoor in the corner of the room, opens it and disappears into the hole. After a few minutes it comes back carrying a bucket full of some kind of fungi. Other creatures end the dance and start to eat right out of the bucket, completely different to how they acted just a moment before.

Gain the **"Hidden Splendor"** status. Then, choose one:

- **Attack them** – go to Verse 312.
- **Try to make contact** – go to Verse 290.
- **Wait and see what happens next** (each Party member loses 1) – go to Verse 400.
- **Withdraw quietly** – Exploration ends.

375

The first part of this relief depicts Merlin, carrying a small child in a bas ket. The crest above the basket shows the Pendragon's coat of arms. The child is special, no doubt. There are three square pieces, each matching the side with Merlin perfectly, that you can slide in to complete the relief.

On the first one, a stout knight stands in front of his castle gate, a small boy and pregnant wife in tow, and reaches out to accept the basket. On the second, a group of the Allmother's priestesses in front of their convent are ready to accept the basket. On the third, you see a wide, slow river which Merlin is preparing to throw the basket into.

Which slate do you slide in to complete the first half of the relief?

- **A knight accepting the child** – go to Verse 358.
- **A convent accepting the child** – go to Verse 424.
- **A wide river waiting to carry the child** – go to Verse 472.
- **Move onto the first relief** – go to Verse 551.
- **Move onto the third relief** – go to Verse 177.
- **Leave the shrine** – go to Verse 14 in the **"Castle Camelot"** Exploration Journal (**490**).

376

"You've earned my trust," the translator says, looking at the fluttering hands of her queen. "But we all see that you're close with the Fomo rians too. We tried to learn about their technology for hundreds of years, but they were relentless in refusing our requests. And here you are – with their apparatuses on your face."

The queen's face expresses sadness, but you notice a glimpse of recognition.

"I would really like to show you our temple, the place that has changed our lives. I would like to bestow this gift, the blessing of the goddess, upon you – but I can't. Maybe, after you are through your next ritual of the passing life, we will meet again, and you won't be tainted by Fomorian technology."

The queen waves her hand, and her translator tells you that you should now go.

Exploration ends.

377

Unfortunately, the volumes prove pretty mundane: long winded ti rades of Camlann's historians, collections of folk tales and court po etry, impenetrable books of law. But at least you do manage to brush up on Camlann's dialect and the ancient written language used by its scholars.

If you **don't have** the **"Llys-Iaith"** status, each Character gains 1 Exp and loses 1 . Gain the **"Llys-Iaith"** status. Exploration ends.

378

Attach the **"Radiant Temple"** Location (**443**) to the bottom edge of the **"Unspoiled Heights"** Location (**442**). Move all Party members to the **"Radiant Temple"**. Explore this new Location for free.

380

Life-Draining Wraith
99
Counter, Ethereal
If at any moment your Miasma is High, gain 25
0-10 » Gain 2 Miasma, gain
11-24 » Lose 2, lose 2, gain
25-98 » Lose 1, lose 1, Run Away
Opportunity: gain 1 Miasma
Loot: 10 Magic
Reward: lose 5 Miasma, 2 Exp, go to BoS Verse 690
1x

381

If you **have** Secret card **112**, go to Verse 376.

If you **have** the **"Lay of the Land"** part **7** status, go to Verse 378. Otherwise, read on.

"You've helped my people. In return, I want to show you something our most sacred, hidden temple."

The translator double checks her words, shocked by the fact the queen divulges this to you.

"Ask about our goddess. Look around. Maybe you will acknowledge her path and follow her, just like us."

The queen leads you to a room hidden behind the throne. The path is lit with hundreds of oil lamps.

"You may enter whenever you want. But don't disturb the sanctity of this place, as my tribe won't forgive you."

Gain the **"Lay of the Land"** part **7** status. Go to 378.

400

Roll a die:

1-3 – go to Verse 290.

4+ – go to Verse 401.

401

If you **don't have** the **"Hidden Splendor"** status, go to Verse 370.

Otherwise, go to Verse 345.

404

Verse not found.

405

....therefore, I have fashioned this note to help your people reach the heart of the mausoleum safely. Before proceeding, you have to open the main gate in the left lodge. Beware, for the right one is to hold back intruders. If you're here to tend the corpse, give the warden a sign by using the first lever in the right lodge. Wait at the red if you do it. In the antechamber, ignore the trap before you. In the left, use the scale of nobility, then use the first lever and go down. The rest of the instructions are on the wall. Don't enter the obvious room, as you would have to wait for someone to rescue you. Treat your king with dignity. Burn this letter when you learn it all by heart.

411

The entire Party may decide to stock up on Food performing the following sequence:

1) Each Party member gains 3 Food.

2) Each Party member gains 1 and loses 1.

3) Gain 1 Miasma.

Exploration ends.

415

With a good boat, and a sturdy fishing net, you set out to catch some fish. It only takes a moment before you haul your first silvery catch onto the wet bottom of the boat. It looks remarkably normal – Miasma doesn't seem to affect life below the water.

Gain 2 Food per Party member and the **"Urban Foraging"** part **4** status.

Hint: You may keep fishing in this Location in later Chapters, using an option available after Exploring it.

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Each Character gains 2 Exp.

If you **have** any part of the **"First Contact"** status, go to Verse 725.

Otherwise, find and resolve the **Chapter 1: Part 4** card. Do not change the structure of the rest of the Events Deck.

Exploration ends.

417

One by one, the procession walks the gangplank, and tumbles down, like a wave of rats into the gutter. The first bodies to land break their bones with sickening sounds. The rest pile on top of them. It takes a long while to sort out the chaos, but eventually the bodies begin to climb back up, using ladders and stairs left by the creators of this place. Some, too shattered to move, stay behind. Those with broken arms or legs are helped on by the rest of the procession.

Soon, the Danse Macabre is on the move again, most of its bodies resentful for the pain you caused them and will not listen to you so easily again.

Lose 2 Volition. Exploration ends.

420

Time passes as you wait in hiding. Soon, you are certain what you hear is the constant chattering of many... humans? Things? The language is impossible to understand. After a while though, the voices go silent.

Gain the **"Still Alive"** part **1** status. Go to Verse 340.

424

Go to Verse 523.

425

When you pull the last lever, you feel a draft of stale air on your face and you choke on strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1. Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

427

You run through the dark until you reach the front hold of the ship. You block its door, but the banging from the other side grows louder and louder. It's only a matter of time before the former crew members get in and swarm you. Desperate, you look around for anything that could help you.

Go to Verse 430.

430

You need to hurry!

Place a Time Token on this Location. If there are now three Time Tokens here, go to Verse 435. Otherwise, choose one.

- **A cannon** – *An old cannon rests here, rusted and covered in cobwebs. Could you use it to get rid of your assailants?* Go to Verse 454.
- **A gun port** – *A locked gun port above the cannon might be large enough to push through.* Go to Verse 476.
- **An axe!** – *The hull is rotten through. Could you break out to the other side?* Go to Verse 580.
- **A heavy chest** – *An ironbound chest looks heavy enough to block the door and give you some more time.* Go to Verse 490.

435

The crew breaks into the hold and swarms you in an unending wave. With no way to escape, it's only a matter of time before you fall...

Go to Verse 588.

452

When you pull the last lever, you feel a draft of an old air on your face and choke on strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1 . Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

454

You start loading the cannon and quickly discover the powder looks too damp and old to burn.

Go to Verse 430.

455

You delve into the belly of the iron leviathan, choking on the smell of rotting crabs. The corridors are too large to be made for humans. There's a plethora of strange mechanisms, wooden cogs, and crystals brimming with wild magic – they are all connected to steel contraptions and furnaces, and even crabs' muscles. You wonder how it all works...

If you **don't have** the **"Fomorians"** part **4** status, each Party member gains 1 Exp. Then, gain the **"Fomorians"** part **4** status.

If you **have** the **"Fomorians"** part **1** status, go to Verse 289.

If you **have** at least 4 or 4 , go to Verse 349.

Otherwise, there's nothing more you can make of this finding – Exploration ends.

458

In the spot where you regain consciousness, a set of arcane symbols is scribbled with bright ink on the cobblestones. Most are now dead and faded, but some still seem to emit a faint glow. A furious squeak turns your attention to a rat, attached to one of the symbols on the ground, struggling to rip itself free. Another symbol holds on to a desiccated foot.

You touch one of the still glowing sigils and it grabs your hand so hard it is painful to set it free.

All seems clear now: someone drew these sigils on the street the procession was going through and then activated them in time to catch you. The nightmarish dancing troupe left you behind, while you struggled to rejoin them. Whoever your savior was, they didn't stick around long enough for you to regain your sanity. However, you have your suspicions as to who they were.

Each Party member gains 1 Exp. Exploration ends.

460

You sneak toward the voices. Soon, you become certain they're coming from around the corner. You crawl closer and see a large pack of weird creatures – roughly humanlike, crouched, with greyish skin. They move half walking, half jumping on their long, clawed hands. They all look crooked, as if every single one of them was cursed or ill.

They... seem like they are dining. Or rather, acting out a formal dinner in this old, twilight hall; a grotesque theater with you as the only audience. They move around the table in a crooked way, sit on pieces of granite and talk over a table that has been wrecked and repaired too many times. The assorted plates before them are empty and the creatures sometimes stick them with pieces of wood and metal they hold in their claws almost as if using cutlery. One of the creatures is wrapped in long pieces of cloth, almost like a gown. They seem so human and absolutely inhuman at the same time it's disturbing.

Gain 1 .

- **Attack** – go to Verse 312.
- **Try to make contact** – go to Verse 290.
- **Wait and see what happens next** (lose 1) – go to Verse 400.
- **Withdraw quietly** – Exploration ends.

470

The procession parts, revealing a spot that was waiting for you to fill it...

Gain 1 Miasma per Party member. Each Party member gains 1 and loses 1 .

Now, resolve the **"Returning to the Fold, part 1"** diplomatic Encounter on the side of this page.

472

Go to Verse 523.

475

The scream of your helpless fury echoes between the abandoned buildings. It will take a long time before the Danse Macabre is back here again. Do you have what it takes to try again? Or will you admit failure?

- **Resign and think of some other way** – go to Verse 620.
- **Try again** – *You will have to wait until the Danse Macabre tries to pass the gate again.* Exploration ends.

476

You unlock the gun port and try to open it. It won't budge, as if some pow erful force pushed it from the other side. Small leaks appear around the circumference of the gun port. You realize the ship must have taken water since the last time you were here the gun port is now below the surface.

Go to Verse 430.

480

The large archway leading inside must have been very impressive in its time it still radiates ancient dignity and makes you feel weirdly small. You are in a wide corridor just beyond the archway, when you suddenly hear noises...no, they are not just noises. It seems almost like talking, in weird voices, sometimes higher pitched, sometimes growling. From where you stand, you do not recognize any words but someone is definitely in there.

- **Try to get in quietly to see who is there** – go to Verse 259.
- **Call out to announce you are not an enemy** – go to Verse 280.
- **Wait until they leave** (lose 1) – *This city harbors many dangers, maybe you are getting close to another one?* Go to Verse 420.

488

You barely survive the procedure.

Each Party member loses 1 Exp, 3 and gains 3. Gain Secret card **110**.

Go to Verse 533.

490

You try to push the heavy chest, but it won't move. You feel stupid when you notice it was bolted to the floor, to prevent it from causing damage in strong winds.

Go to Verse 430.

500

The horrors of Camlann bested you, but the darkness you fall into is only temporary. After some time, pain and choking stench wake you up. You're bobbing up and down on a stinking patch of sea rubbish, with other refuse washed down from the city streets.

Discard all Location cards. Place the **"Flotsam"** Location (**402**) on the table and move all Characters there. Attach all connected Locations.

Gain 5 Miasma.

Lose all Food, Wealth and Magic above 3.

Set your to 4 and to 3. Restore as much as your allows you to.

Gain Secret card **66** (if you **don't have** it yet).

Continue the game.

501

Strange grinding comes from behind the dials, and they slowly return to their original positions. Your answer was incorrect!

Exploration ends.

506

You have no doubt the king depicted by the statue is not Arthur. Even before his physical transformation, he was taller, and his features were very different. The sculptor seemed quite capable, so his lack of skill is probably not to blame. This leaves one option...

Go to Verse 522.

507

On Avalon, you've seen many depictions of Arthur in Kamelot, and in the Tombs of the Order. They all seemed similar, but the man here looks nothing like the stern, gaunt faced king of legends you remember. This leaves one option...

Go to Verse 522.

508

Not many depictions of Arthur survive on Avalon, but all of them seem to show a giant hulk in thick armor, cutting the Fore dwellers by the dozen. This short, round faced man surely cannot be the king of legends.

Go to Verse 522.

510

Discard the Food you've set aside. If you offered:

0-1 Food per player – *Every little bit helps, but you can't shake off the feeling the crewmembers are disappointed.* Go to Verse 12.

2-3 Food per player – *Grateful crewmembers share their meager ration of grog and some stories with you.* Go to Verse 275.

4+ Food per player – *Crewmembers rejoice so loud the captain himself comes out to investigate the commotion.* Go to Verse 180.

511

Resolve the special **"Rusted Knight"** gray Encounter in **Verse 519.**

513

Each of the dials can be turned to a number from 1 to 8, and there are three of them. Without some sort of help, guessing the right password seems impossible. You inspect the surroundings of the dials carefully, and discover some hairline scratches that make four digits and an arrow, probably left by someone as a hint.

2 3 1 7

Choose one:

- **Leave** – Exploration ends.
- **Turn the dials** – *Without the correct number, guessing would take ages!* Place three Dials in the slots, turning them so that each indicates one number. Go to the Book of Secrets and check the Verse number created by the Dials – if it does not exist, or starts with anything other than **"Correct!"**, go to Verse 501 instead. If the indicated Verse starts with **"Correct!"** read that Verse.

515

The music grows louder. At first it seems cacophonic and repulsive, but as you listen, you begin to realize it is full of otherworldly harmonies. Drawn like a moth to a flame, you keep walking through empty streets,

trying to locate the source of the sound. Soon, you discover a new layer, hidden in the background of the music. A low, incessant hum that seems to resonate under your skull.

Only once the sounds are just a street away, you begin to realize it's not actually a hum, but a monotonous chant. A shiver creeps down your spine, but before you are able to make a move, the procession turns a corner in front of you.

They're not humans – at least no longer. Their emaciated bodies are covered in strips of red cloth and dirty rags. Their eyeless faces show elation and ecstasy. They twist themselves in the dance in a way that would make you dislocate your limbs.

You want to run, but instead, your legs make a first step towards the procession. The eyeless head of the creature in front turns towards you. Slowly, it lifts something in your direction.

A glint of black iron in the creature's hands is the last thing you remember.

Go to Verse 80.

516

If you **have** the **"Upper City"** part **1** status, there's nothing more to find here. Exploration ends. Otherwise, read on:

You approach the tomb and study the reliefs on its surface. They seem to be arranged in chronological order. First, the carnage of a plague stricken city. Then, ships depart for Avalon, leaving behind many who found no place on board. What follows are scenes of bitter despair that end when a single ship appears on the horizon. The king returns to his subjects, takes charge, restores order and commands them to build a city within a city, surrounded by thick white walls. The last scene shows long rows of people waiting by the iron doors that dot the white wall.

You now turn your attention to the king's statue.

If you **have** the **"Age"** part **1** status, go to Verse 506.

If you **have** the **"Age"** part **2** status, go to Verse 507.

If you **have** the **"Age"** part **3** status, go to Verse 508.

517

The man prepares a place for you – a stone bed bearing marks of dried blood and soot. He prepares his tools – knives of various sizes, stitches and needles, jars with strange substances, and several fetishes devoted to the Pictish goddess.

"You want the full transformation?" He points at the girl suffering nearby. "Or the one that researchers from the lower caste have? With the opened mouth and so. The partial one will not protect you from Miasma entirely. And the procedure may go wrong."

- **Full transformation** – *Large, external lungs will make your game harder, but they will also make you more resistant to Miasma.* Go to Verse 536.
- **Partial transformation** – *Smaller filtering gills on your neck will only allow you to ignore Miasma for a brief amount of time at a lower cost than the full transformation.* Go to Verse 552.

518

The first unique structure of the upper city turned out to be a mausoleum to a false Arthur, eaten away by regret, even though he helped found the Red Empire.

Gain the **"Chronicles of the Plague"** part **5** status and the **"Upper City"** part **1** status.

If you **have** the **"Upper City"** part **2** status, go to Verse 520. Otherwise, read on:

This still doesn't explain everything, though. Where did the people who built this grand monument live? Are there any of them left? How is the hellish procession that walks up and down the city tied to this? Maybe the other structure of white marble holds the answer.

New Task: Explore the Impenetrable Domicile in the **"Inner City"** (**434**).

Exploration ends.

519

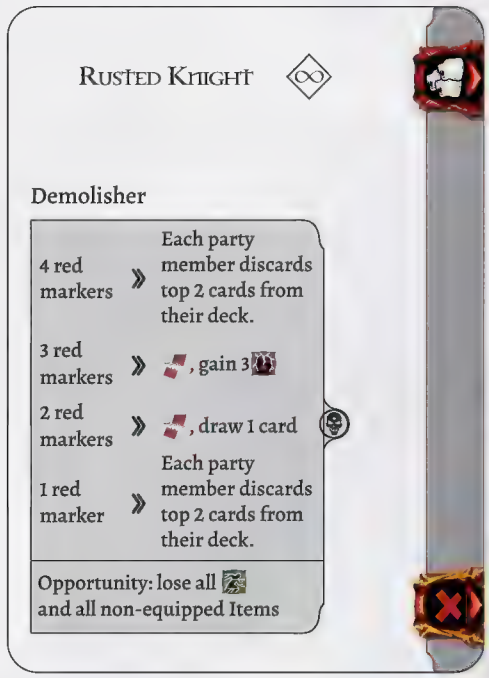
If you win, place a Quest Token on this Location, and go to Verse 19 of the **"Castle Camelot"** Exploration Journal (**490**). Otherwise, Exploration ends.

This Encounter does not have a normal Combat Pool and players should ignore any rules regarding adding markers to the Combat Pool. Instead, at the start of the Encounter, place 4 red markers on it (if there's only 1 Character in play, place 3 red markers instead). Then, each Party member takes a Dial and places a Quest Token on it, set to 1.

The Enemy Attack corresponds to the number of red markers on the Encounter.

Each time a player plays a card, they raise their Dial by 1. When the Dial is raised above 8, set it to 1 instead and remove 1 red marker from the Encounter. If there are no more red markers – you win the Encounter.

You can't connect Magic keys and can't use Advanced Skills and Ancient Items in this Encounter.


Rusted Knight
Demolisher
4 red markers
Each party member discards top 2 cards from their deck.
3 red markers
, gain 3
2 red markers
, draw 1 card
1 red marker
Each party member discards top 2 cards from their deck.
Opportunity: lose all
and all non-equipped Items

520

You begin to realize how vastly long the history of these ruins is. While humans sail away to Avalon, Camlann becomes the heart of a reformed human kingdom, the Red Empire, that itself found a sudden and dramatic end. Your knowledge is still incomplete, though. You now set your eyes on the largest target of all: Castle Camelot, the ancient seat of Pendragons, looming in the Miasma above the city.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 2 Exp.

Lose 1 Miasma.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 4: Part 2** card.

Exploration ends.

521

They are so grateful that they support your voice within the dance and eagerly follow your directions.

Gain 3 Volition and the **"Harvest"** part **5** status.

Exploration ends.

522

There's only one way to know for sure... You push the heavy lid of the sarcophagus, breaking its old seals, until it slowly moves away. You expected vile smells to rise from the inside, but your nose is so dulled by the Miasma of the city you barely feel a thing.

A dried, mummified corpse rests in the sarcophagus, surrounded by resplendent burial gifts. Across his chest, a gilded sword lies with the word "Excalibur" on its blade. It doesn't take you long to see the sword is just a decoration, just as fake as the king who was supposed to wield it.

Over the king's head, there's a small inscription:

"Let it be known I did what I had to in order to save those who lost all hope. Do not think ill of me, you who look upon my body in this distant time and age. Given the choice, I would do all of it again. Can you say the same about yourself?

The One Who Returned."

A massive silver key hangs on the king's neck. It looks important, so you decide to take it. But what about all the other wealth and possessions?

- **Take the false king's burial gifts** – gain 4 Miasma, 2 Ancient Items and 6 Wealth. Go to Verse 518.
- **Let the false king keep the gifts** – lose 2 Miasma. Go to Verse 518.

523

The air becomes unbearably hot. You wipe the sweat from your fore head, feeling strangely light headed. Soon, visions begin to cloud in your mind: in terrifying detail, you relive everything you ever did in your life that brought you shame.

Resolve the special **"Shameful Lessons"** blue Encounter in **Verse 605.**

524

When you pull the last lever, you feel a draft of stale air on your face and choke on some strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1 . Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

525

You shake your head, trying to focus on the dials through the orange haze that clouds your vision. The poisonous fumes of the city are really starting to affect your senses! After a moment, you sober up enough to discover each of the dials can be turned to a number from 1 to 8, and there are three of them. Without some sort of help, guessing the right password seems impossible.

Choose one:

- **Leave** – Exploration ends.
- **Turn the dials** – *Without the correct number, guessing would take ages!* Place three Dials in the slots, turning them so that each indicates one number. Go to the Book of Secrets and check the Verse number created by the Dials – if it does not exist, or starts with anything other than **"Correct!"**, go to Verse 501 instead. If the indicated Verse starts with **"Correct!"** read that Verse.

531

CONGRATULATIONS! You've completed **Chapter 2** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 3** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

534

If you **don't have** the **"Tomb"** part **6** status, go to Verse 556. Otherwise, read on:

A motionless hulk in red armor sits under a wall. You feel their eyes following you, but the warrior doesn't budge. You ignore them.

You focus on your surroundings – you're in a great underground chamber, its ceiling is painted to resemble a cloudless sky with dozens of birds, the walls depict a forest full of game, and the floor is covered in gravel. In the middle of this unreal forest, a wonderful tomb made of red marble stands. Atop, there is a sculpture of an old man with a sword resting on his chest.

Golden runes say: "Arthur, the King who Returned."

- **Approach the tomb** – go to 516.
- **Leave** – Exploration ends.

535

The giant manor looks to be in slightly better shape than the other buildings of this district. Once, it was beautiful – you can still see the sculptures in the archways leading inside, now weathered and covered in moss. Over the years, the main entrance was blocked with a wall – its remains are still visible. You're about to enter when you suddenly notice signs of someone's presence. The wall didn't just crumble; it was deliberately removed. Wildflowers growing on both sides of the entrance look well tended.

- **Enter the mansion** – *Exploring this giant structure is bound to take a lot of your time.* Go to Verse 537.
- **Leave** – Exploration ends.

536

The procedure is long, painful and transcends magic and medicine. At one point, you find yourself in front of the Forgotten Goddess herself, hanging upside down from a ceiling on a net of veins. You feel other gods of Avalon turning their backs on you with disgust, as you are no longer a part of their creation.

Each Party member sets their to 3 and to 5. Gain Secret card **104**. Gain the **"Diplomat"** status. Go to Verse 553.

537

If you **don't have** any part of the **"Still Alive"** status, go to Verse 480.

If you **have** the **"Still Alive"** part **2** status, go to Verse 340.

If you **have** the **"Still Alive"** part **1** status, toss a Dial. On a skull, go to Verse 340. On a grail, go to Verse 480.

542

When you pull the last lever, you feel a draft of stale air on your face and choke on some strange powder. You are dizzy for a moment, but, in the end, nothing happens. If it was some kind of poison, it must have expired.

Each Party member gains 1 . Go to Verse 13 in the **"Splendid Mausoleum"** Exploration Journal (**431**).

546

Go to Verse 523.

550

The sea was not to become your grave as it was to most of the crew. The resolve and sheer force of will that pushed you through many trials on Avalon helped you reach the shore. But to get there, you had to gradually lose everything you had on you when the ship sank.

Now, you scramble out of the water, without any provisions or tools.

Each Character discards all but two Item cards.

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Gain the **"Fresh Blood"** Secret card (**105**).

Discard the **"All Aboard!"** Secret card (**102**).

Find and resolve the **Chapter 1**: **Part 2** card.

Exploration ends.

551

The first half of this relief depicts an enraged Arthur, sword in hand, lashing out with anger at something he sees ahead of him. There are three square pieces, each matching the side with Arthur perfectly, that you can slide into to complete the relief.

On the first one, Arthur's sister Morgaine holds his crown in her hands with a wicked smile. On the other, one of Arthur's knights surprised by the king's sudden appearance, holds in his arms a flushed, brown haired maiden who also wears the crown. On the third, a dragon rears its body, preparing to attack the king.

Which slate do you slide in to complete the first half of the relief?

- **Morgaine stealing the crown** – go to Verse 546.
- **The queen in the arms of a knight** – go to Verse 573.
- **The fire-drake attacking the king** – go to Verse 558.
- **Move onto the second relief** – go to Verse 375.
- **Move onto the third relief** – go to Verse 177.
- **Leave the shrine** – go to Verse 19 in the **"Castle Camelot"** Exploration Journal (**490**).

552

The procedure is long, painful and transcends magic and medicine. You remember hallucinating about a strange faceless figure, hanging upside down from a ceiling on a net of veins, and about the disappointed faces of the gods of the Homelands.

Each Party member sets their to 5 and to 3. Gain Secret card **110**. Gain the **"Diplomat"** status. Go to Verse 553.

553

CONGRATULATIONS! You've completed **Chapter 5** of the **"Red Death"** campaign!

Each Character gains 3 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

Reminder: While among the Picts, you may still pursue the optional goals (discover what the locals know about the history of Camlann or attempt to locate the ally you befriended in the Port District).

Exploration ends.

555

If you **have** the **"Call of Ruins"** part **4** status, go to Verse 560.

If you're playing **Chapter 2**: **Part 2**, go to Verse 565.

If you're playing **Chapter 2**: **Part 3**, go to Verse 616.

Otherwise, read on:

You stand on the shore and begin to signal your ship, looming in the mists. It takes so long you begin to suspect the creaking vessel was deserted in your absence, but finally some figures emerge onto the deck and lower a small rowboat. The lone oarsman fights through the tide and stops by your pier. He nervously glances at the abandoned, ruined streets.

"Get in. I dun' wanna stay 'ere a minute longer."

Go to Verse 12.

556

As you enter the chamber, a warrior clad in red stands in your way. His hulking presence overwhelms you, making you want to flee but you have a feeling you would be caught in a heartbeat.

- **Fight the warrior** – resolve the **"Red Warden"** gray Encounter (Difficulty 6). If you win, go to Verse 576. Otherwise, you run in panic, trying to survive – discard all markers and Dials from this Location. Exploration ends.
- **Reason with him** – resolve the **"Crestfallen Warden"** blue Encounter (Difficulty 6). If you win, go to Verse 617. Otherwise, you run in panic, trying to survive – discard all markers and Dials from this Location. Exploration ends.

557

You descend into a cramped chamber under the anvil, and when the first thump shakes the ceiling, you suddenly become aware of the weight of all those iron blocks above your head, but you convince yourself that if it's lasted for so long, these few moments won't change much.

This hidden area looks like a small workshop with tiny anvils made of gold and patina covered silver. One is even made of pure diamond, though no larger than your thumbnail. You take all of them. You emerge from the underground not sure whether this counts as a success or not you hoped for an ancient relic, or something more useful than these riches.

If you **don't have** the **"Trinkets and Baubles"** part **7** status, gain 10 Wealth and this status. Exploration ends.

558

Go to Verse 523.

560

While you stand ashore, waving and shouting, memories of your narrow escape from the doomed ship begin to return through the orange haze of Miasma. Have you forgotten? The ship is no more!

Unless the nightmare you remember was just a dream, or hallucination. Just to be sure, you decide to stay a little longer but nothing answers your calls from the mists that shroud the bay.

Each Party member gains 1. Exploration ends.

562

It slides out of the stone easily. Then, as the thrill of the find subsides, you begin to realize that what you hold in your hands is just a worthless piece of rusty iron. A dull ceremonial blade that your clouded mind almost took for a great artifact.

Gain the **"Rusty Sword"** Item (if available). Each Party member gains 1 Exp. Go to Verse 163.

564

Blood from your open wrist swiftly drips into one of the bowls. The more blood you lose, the more intrusive the whispers become. "Yes, let yourself go in this feeling," they say. "Forget about your traitorous gods and listen to the truth. Ally with my children, ally with me. I'll show you the way. I will protect you in this broken world."

As the blood loss overwhelms you, you try to stem the bleeding, but you can't move. Your mind goes hazy, and you fall into a slumber. You see Picts dying from the Red Death. You see Picts going mad from Miasma. You see Picts finding a forlorn chamber deep in the mountains blocked with dozens of locks made of different materials. Each of the locks bears a symbol of a different god. The Picts opened each of them. Then, you see Picts drawing blood piles of dead animals, people, and even Fomorians are scattered around the chamber. The Picts rebuild their decayed settlements, freed from the danger of Miasma thanks to the new lungs their goddess gave them.

When you wake up, you are weak, but the wound on your wrist has healed. Before you move out, you hear a last whisper: "Be mine, be free, be safe."

Gain the **"Converts"** part **2** status. Exploration ends.

565

You decide you can't show yourself to the crew looking like that. At best, you would become an object of mockery. At worst, the fact that the city was so rough even for you would scare them.

Exploration ends.

570

It slides out of the stone easily.

Gain Secret card **107**. Go to Verse 163.

571

Resolve the **"Fomorian Explorer"** diplomatic Encounter in **Verse 662.**

573

You slide the piece of relief into place. Somehow, it feels good.

Place a Dial skull-side up on this Location. Go to Verse 577.

575

You see the horde of plague stricken so consumed by the sickness they barely resemble human beings. They are scouring through the mansion as an army of insects leaving nothing behind. You see them fighting among themselves, tearing down the paintings, throwing the furniture down the stairs... and feasting. On fallen soldiers and nobles formerly living here. On those that are only wounded and cannot fight nor run. The screams of people being eaten alive echo in your head long after you wake up.

Each Character who has this Dream gains 3 reduced by their . This Dream ends.

576

The monstrous warrior suddenly stops fighting. It steps aside, sits under a wall, and lets you in. "Worthy," they say slowly in a raspy voice as if they had problems with remembering how to speak.

Gain the **"Tomb"** part **6** status. Go to Verse 534.

577

If there is a Dial skull-side up, a Dial grail-side up, and a Quest Token on this Location, go to Verse 595. Otherwise, choose one:

- **Approach the first relief** – go to Verse 551.
- **Approach the second relief** – go to Verse 375.
- **Approach the third relief** – go to Verse 177.
- **Leave the shrine** – remove all Dials and Quest Tokens from this Location. Go to Verse 14 of the **"Castle Camelot"** Exploration Journal (**490**).

578

Resolve the special **"Life-draining Wraith"** purple Encounter in **Verse 380.** If you don't win, Exploration ends.

580

You grab the heavy, dull axe and start swinging to cut your way out of this dark deathtrap. Water bursts out as soon as you damage the hull the hold must have sunk below the water level. The idea of drowning in a small room with a horde of undead paralyzes you, but then you realize swimming out of here might be your only option.

With swift strokes, you enlarge the hole, seawater pushing up to your chest. Soon, the doors to the hold burst, water rushing deeper into the ship, taking dark shapes that were once your companions with it. Soon, you are submerged too, but the current is too strong for you to push to the other side.

For a harrowingly long time, you wait for it to weaken, as the ship fills with water, and your lungs pound with pain.

- If your Miasma is Low, each Character gains 1 and loses 2.
- If your Miasma is Medium, each Character loses 1.
- If your Miasma is High, nothing happens.

Then, go to Verse 589.

585

You shout until your throat is sore, but there's no reply except for silent rustling somewhere down below, under the rotten deck.

Place a red marker on this Location.

Go back to Verse 166.

586

You begin to wake up while the procedure is still underway, and experience unbearable pain. As you try to escape it, you find you still have no command of your muscles. Unable to move, you can only suffer, screaming within.

Each Party member loses one point of a chosen Attribute, 4 and gains 4. Gain Secret card **112**. Go to Verse 634.

588

A sharp pain wakes you up. You're lying on a long table in the mess hall, almost naked and with chunks of your flesh missing. The crew seems to be absent, possibly asleep after their feast. You do your best to stop the bleeding, and notice the mess hall bull's eye is ajar. You crawl to the bull's eye and push yourself to the other side, landing in cold, salty water.

All Party members gain 8 Miasma lose 4 and gain 2. Go to Verse 589.

589

With the last of your strength, you swim out of the wreckage, and break the surface, gasping for air. The outline of the city looms in the mists in front of you, and you realize you now have no way out of Camlann. For a moment, you consider simply sinking below the waves. Wouldn't it be better than whatever may wait for you on those cursed streets?

But it's not easy to give up on life. Soon, you begin to paddle toward the shore, tides slowly pushing you south.

Gain the **"Call of Ruins"** part **4** status.

Discard all Location cards. Place the **"Flotsam"** Location (**402**) on the table and move all Characters there. Attach the **"Shanty Town"** Location (**403**) to **"Flotsam"**, and then attach the **"Votive Temple"** Location (**410**) to **"Shanty Town"**.

CONGRATULATIONS! You've completed **Chapter 2** of the **"Red Death"** campaign!

Each Character gains 2 **Exp**.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 3** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

595

The moment the last relief is complete, colorful light suddenly envelops you. Surprised, you look towards its source. The part of the wall with the Pale Lady's painting slid in opens the way to a corridor lit with large stained glass windows along its left wall.

Intrigued, you follow it, only to emerge in a giant room with the remains of the shattered Round Table.

Remove all Dials and Quest Tokens from this Location.

Go to Verse 727.

605

If you win, go to Verse 37 of the **"Castle Camelot"** Exploration Journal (**490**). Otherwise, Exploration ends.

At the start of the **"Shame!"** Encounter, gain one **"Mark of Shame"** status. Then, check the number of your **"Mark of Shame"** statuses and apply the appropriate effect:

1 – Gain 1 Miasma.

2 – Each Party member discards one **"Weapon"** Item.

3 – Each Party member discards one Ancient Item.

4 – Each Party member loses 1 point of a chosen Attribute.

5+ – All Party members die.

611

The procedure seems to have gone according to plan. You wake up with a strange apparatus attached to the flesh around your mouth. It's harder to breathe in this thing, but at least it should somewhat protect you from Miasma.

Gain the **"Fomorian Rebreathers"** Secret card (**112**).

Go to Verse 634.

612

You make your way through the dark corridors of the lower deck. Finally, you reach the stairway leading up, but a dark shape is blocking your path. You take a step back. More sailors, just like the one in front of you, emerge from other corridors. With dreadful, silent speed, they rush at you!

Gain the **"Down Below"** part **3** status.

If you **have "Call of the Ruins"** part **2** status, and you **don't have** the **"Down Below"** part **2** status, go to Verse 179. Otherwise, choose one:

- **Face them** – go to Verse 128.
- **Run!** – go to Verse 651.

614

It's bright inside the infirmary — so bright, you have to squint before your eyes adjust. Several Fomorians lean over tables with Firbolgs lying on them. Fomorians make shallow cuts in their faces and sew on the strange apparatuses with flexible tubes.

One of the surgeons approaches you and asks what you're doing here. When you answer, the Fomorian explains the procedure — a mask will be permanently stitched to your face, but it will filter the Miasma from the air. The surgeon may use medicaments that will put you to sleep so that you won't suffer. But they are not sure how they will work on you, as they are mainly used on Firbolgs.

- **Have surgery immediately** – go to Verse 652.
- **Take the medicaments first** – go to Verse 622.
- **Back out for now** – go back to the start of this Location and make another choice.

615

Place the **"Splendid Mausoleum"** Location (**431**) on the table and attach Locations **430** and **432** to its appropriate edges. Move all Party members to Location **431**. Discard the **"Caved-in Sewers"** Location (**480**). Then, read on:

Your hand raises involuntarily, sheltering you from the searing light. A cool sea breeze tugs at your clothes, soaked with the stench of the canals. There's something towering above you, shimmering in the bright sunlight. You straighten your back and curse the weakness of your eyes, greedily taking in every detail as it emerges from the haze.

There's a mausoleum in front of you, with a tall tower and two reflecting pools flanking its entrance. The walls of pale marble are lined with gold. A heavy, red banner hangs over the entrance. Soon, you are able to read the ornate inscription over the entrance arch, its letters as tall as a man:

"Here lies Arthur, The King who Returned, Savior of Camlann, Founder of the Red Empire."

Your knees almost give way under the sheer impossibility of everything you see before you.

CONGRATULATIONS! You've completed **Chapter 3** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 4** Setup card and follow its instructions to begin the next Chapter! Exploration ends.

616

The ship looms in the mists, the creaking of its tackle carrying far above the waves. You keep hailing it in every possible way, but no one signals back. Finally, you take your fishing rowboat and decide to go to the ship yourself.

It looks older than the last time you saw it, barnacles covering its sides, loose tackle swaying in the wind. You climb the wet, moldy rope ladder and soon you're on the deck. It's empty and silent. Not a living soul.

Each Character gains 1 . Then, go to Verse 166.

617

After one of the longest discourses of your life, the monstrous warrior says: "Worthy." Then, it lets you in and sits back by the wall.

Gain the **"Tomb"** part **6** status. Go to Verse 534.

618

You make your way through the dark corridors of the lower deck. Finally, you reach the stairway leading up, but a dark shape is blocking your path. As it turns to you slowly, you recoil. The sailor is neither living or dead, his skin is wrinkled like old parchment and his eyes are blank. He looks more like one of the creatures of the Danse Macabre. You take a step back. More sailors, just like the one in front of you, emerge from other corridors. With dreadful, silent speed, they rush at you!

Gain the **"Down Below"** part **3** status.

If you **have "Call of the Ruins"** part **2** status, and you **don't have** the **"Down Below"** part **2** status, go to Verse 179. Otherwise, choose one:

- **Fight them!** – *There's many of them, and the narrow corridors will cripple your movement!* Go to Verse 128.
- **Run!** – go to Verse 651.

620

CONGRATULATIONS! You've completed your Quest!

Remove your Active Quest card from the game.

Each Character gains 1 Exp.

Find and resolve the **Chapter 3**: **Part 4** card. Do not change the structure of the rest of the Events Deck.

Exploration ends.

622

The surgeon injects you with a slightly glowing, red fluid. You feel your veins burning from the inside, but when you open your mouth to scream, you immediately lose consciousness.

Toss a Dial.

- **Grail** – go to Verse 611.
- **Skull** – go to Verse 586.

634

The masks are uncomfortable and the place where your flesh meets the metal burns with pain. On top of that, they make breathing harder, so much so that you're afraid you might suffocate in your sleep. Though the Fomorians seemed to be able surgeons, this procedure is more butchery than medicine.

Gain the **"Diplomat"** status.

CONGRATULATIONS! You've completed **Chapter 5** of the **"Red Death"** campaign!

Each Character gains 3 Exp.

Lose 2 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

Reminder: While among the Fomorians, you may still pursue the optional goals (discover what the locals know about the history of the plague or attempt to locate the ally you befriended in the Port District).

Exploration ends.

650

The hum in your head intensifies. You now hear every source of the sound, every cluster of silent pilgrims, revolving around you like planets around the sun.

You are the sun, a constant immovable point in the middle of constant change.

With each revolution, your strange powers surge through your body. The longer you stand here, the harder it is to remember who you really were.

- Each Party member may pay 1 Exp to replace one of their Skills with another Skill with the same Attribute icon.
- Each Party member may pay 1 Exp to lose one point of an Attribute and gain one point of any other Attribute. Discard any Advanced Skills that you no longer meet the requirements of.
- Each Party member may pay 2 Exp to replace one of their Advanced Skills with another Advanced Skill, as long as they meet its Attribute requirements.
- Characters may repeat the trades listed above any number of times, as long as they have Exp to spend.

Then, if you have the **"Axis Mundi"** status, go to Verse 163.

Otherwise, go to Verse 176.

651

Roll a die and add your . Check the final result:

1-4 – *The crewmembers catch up with you, forcing you to fight.* Each Party member loses 2 . Go to Verse 128.

5-6 – *The crewmembers grab you, but you manage to wrestle free and run.* Each Party member loses 1 . Go to Verse 427.

7+ – *You succeed!* Go to Verse 427.

652

The procedure is extremely painful and traumatizing, but you expected nothing less.

Each Party member loses 3 and gains 3 . Gain Secret card **112**. Go to Verse 634.

654

You begin to retreat toward the rope ladder. Suddenly, with a sickening crack, the boards of the deck collapse under your weight, plunging you into darkness. Falling and flailing, you hit another deck – and break through again in a shower of rotten wood.

A pile of old hammocks breaks your fall. The gray sky is far above you, and darkness surrounds you on all sides.

Remove the red marker from this Location if there is one here. Go to Verse 618.

655

Slowly, the disconnected details begin to form solid threads of history that untangle one from another until you can see each of them in its entirety. Some time after Arthur fled the city, this unassuming gate was fortified, painted red, as if to discourage any attackers. They weren't entirely discouraged, though.

Flint arrowheads and runes with vile insults scribbled all over the walls with charcoal indicate a Pictish raid. Decades or centuries later, the gate was besieged by a strange race of giants who built black iron siege machines, every part of them ornate and intricate. They had with them giant undersea crustaceans whose carapaces still litter the ground. It looks like they failed as well.

Thinking about how much history this gate has seen makes your head spin, and the fact that it withstood all this makes you lose hope. But then, the sun cuts through the clouds and shines on the stones under your feet. For a brief moment you see a glistening river entering the gate – a line where the cobbles have been polished and worn by countless feet dragging across them for countless centuries.

This hellish procession, the Danse Macabre, somehow walks past the gate. You wonder whether they have a way to open it. There's only one way to find out.

CONGRATULATIONS! You've completed your Quest!

Each Character gains 1 Exp.

Remove your Active Quest card from the game.

Find and resolve the **Chapter 3: Part 3** card.

Exploration ends.

661

The uppermost floor of the mansion looks different from the others. It's somewhat smaller, and even though there are still some windows here, it definitely seems darker. The marble floor is covered with some kind of dark colored resin, and the entire area smells of death.

If you **don't have** all parts of the **"Presence"** status, go to Verse 686.

Otherwise, read on:

It is the lair of the creature. It seems to have brought all its findings here, and even some of the bodies, now part of a grotesque sculpture on the walls.

If you **don't have** the **"Trinkets and Baubles"** part **8** status, gain 3 Magic and the **"Family Signet"** Secret card (**125**). Then, gain the **"Trinkets and Baubles"** part **8** status. Go to Verse 682.

662

If you win, go to Verse 200. Otherwise, Exploration ends.

666

Without warning, an oblong shape flies out of the mist and pierces your ship's starboard with a deafening crack. Then, another one crashes into the main deck, showering you with splinters.

It is a black iron bolt, taller than a man, covered in elaborate ornaments that don't resemble anything made by humans or the Fore dwellers.

"There! Port side!" someone shouts, just as a massive hull emerges from the mists, dwarfing your vessel. Atop its iron clad starboard, several siege ballistae take aim at you. You barely have time to dive before more bolts crash into your ship.

The deck begins to tilt. Cries of the wounded and dying fill the air. Before you slip into the cold sea, for a split second you notice figures manning the ballistae: giants in thick armor and helmets in the shape of various undersea creatures.

Each Party member loses 3 reduced by their . Gain the **"Fomorians"** part **1** status.

Discard all Location cards. Place the **"Flotsam"** Location (**402**) on the table and place all Character models on this Location.

Now, go to Verse 550.

669

You think you know this language. Or maybe, the madness slowly taking hold of you acts as a bridge between you and this poor soul? You don't want to dwell on it, as the message is unsettling on its own. You learn something about the dancing procession that follows an ancient ceremonial route, praising the glory of the long lost Red Empire and forcing everyone to join them. They try to wake their king, and he will listen some day, he will! You know that if you dance and sing with them, you would...

You come to your senses and retreat from the cabin before it's too late. You order the captain and the crew not to listen to the music of the city – or to this poor man.

Each Party member gains 1 Exp and 1 . Gain the **"Call of Ruins"** part **2** status. Go to Verse 12.

670

The large complex of terraces overlooks the plaza and smaller townhouses.

If you **have** all parts of the **"Presence"** status, there's nothing here – go back to Verse 682.

Otherwise, read on:

Suddenly a withering howl tears through the silence, sending shivers down your spine. It's terribly close, in the mansion behind you.

Each Party member gains one . If the Quest Dial is set to 1, go to Verse 732. Otherwise, decrease the Dial by 1 and go to Verse 682.

680

The dancers step to the sides, revealing a place between them, awaiting just for you...

Gain 2 Miasma per Party member. Each Party member gains 1 and loses 1 .

Now, resolve the **"Returning to the Fold, part 2"** diplomatic Encounter in **Verse 723.**

681

The procession parts before you, showing you an empty place inside. It is your place! You remember it! Ecstasy overcomes you as you race to become part of the fold again.

Gain Secret card **116**. Place all Party members on this card.

If all Characters in play are on Secret card **116**, go to Verse 795.

If there are any Characters who are not on Secret card **116**, place a Dial and a Time Token on this card and set them to 8.

New Task: Free your companions before the time runs out – or give yourself to the dance and finish this.

Exploration ends.

682

Luckily the building is sturdy, and you can safely walk across its centuries old floors. The light getting in through large windows is softened by vines that seem to be slowly overtaking this place. Weirdly, even though some of the plants look frozen, they maintained their color, forever lush green in their death.

Searching the entire floor, you locate plenty of trinkets, some of which still seem to contain traces of magic.

If you **don't have** the **"Valuables"** part **7** status, gain 4 Magic and the **"Valuables"** part **7** status.

If the Quest Dial is set to 1, AND you **don't have** all parts of the **"Presence"** status, go to Verse 732. Otherwise, decrease the Dial by 1.

Choose one:

- **See the terraces** – go to Verse 670.
- **Go to the upper floor** – go to Verse 661.
- **Get back down to the ground floor** – go to Verse 777.

685

You almost lose yourself to the music, twisting your body so hard your joints creak, and praising the glory of the Red Empire in a language you didn't even know until now. The part of you that remains lucid screams in terror, until your senses come back long enough for you to abandon the crowd and hide in one of the side passages.

You doubt you could muster enough strength to escape again.

Gain one part of the **"Close Encounters"** status. Move all Party members to a connected Location without the Danse Macabre model. Continue the game.

686

Resolve the special **"Life-draining Wraith"** purple Encounter in **Verse 380**. If you win, gain all parts of the **"Presence"** status and go to Verse 661. Otherwise, Exploration ends.

690

The horror from the mist terrorized this part of the city for centuries, but in the end, you're the one who stands victorious. The body of the monster shivers on the ground, spurting black blood around – with each gush, it shrivels and shrinks. Soon, there's nothing here, but a feeling of overwhelming emptiness and melancholy.

Gain all parts of the **"Presence"** status. Gain 8 Magic. Each Character gains 3 Exp.

Exploration ends.

699

You look helplessly at the narrow, ornamented arches under the roof of the mansion. If the creature is using them, forcing it down to fight won't be easy.

If you **have** 2 or less or if you **don't have** the **"Smoke Bomb"** Item, go to Verse 777.

If you **have** 3 or more or if you have the **"Smoke Bomb"** Item, read on:

A sudden idea strikes you — these arches seem to be ornamental more than load bearing structures. Collapsing them would deny the creature a convenient path around the house and surprise your opponent. Following the idea, you put explosive powder charges on the top side of several arches that extend above the rooms.

If you **don't have** the **"If it Bleeds"** part **4** status, each Party member gains 2 Exp; discard the **"Smoke Bomb"** Item and gain the **"If it Bleeds"** part **4** status.

Go to Verse 777.

711

You see a desperate fight in the fortress mansion that the Picts set up camp in. Only these are not Picts that are fighting — it's chainmail clad soldiers trying to retreat in order under attack from a horde of ragged people, mad with violence, hunger and the Red Death itself. You can see the soldiers withdrawing down the stairs to the basement, where, behind a secret panel in the wall, a passageway waits for them, leading away from this fallen place. But they never manage to get there — the crowd covers them like a tidal wave before any of them are able to touch the secret panel opening the passageway.

Gain the **"Way Out"** status.

713

Suddenly a black shape, larger than a human and terrifyingly fast materializes from the whiteness and you feel terrible pain in your side — you touch it feeling warm liquid under your fingers. Blood. You hear a withering screech, first close, but then further away. A few moments later it seems that it comes back and you prepare for battle, but the only thing you see is again a blurry dark shape and feel another blow. You do not wait for the third time and start to run, passing corridors and stairs to get away from this infernal mist and cold death that hides in it. After a while, the screeches get more distant, then disappear. The fog slowly dissolves leaving you shaken and wounded.

The Party member with the most (in case of a tie, pick the one with higher Character Number) loses 2. Each Party member with 2 or less , gains 1. Gain the **"If it Bleeds"** part **1** status.

Set the Quest Dial to **3** and go to Verse 777.

715

If you're playing **Chapter 3: Part 4**, go to Verse 720. Otherwise, read on:

The sewers reek, and you imagine all kinds of rodents and other filth hiding in shadows and murky waters. You're not so desperate to enter this place now — but you should remember it just in case.

Exploration ends.

716

The body looks no more than a couple of days old. The warrior's armor was torn to shreds, and his body was ripped in half — a feat of monstrous strength. A broken spear lies a few paces away, accompanied by two pieces of a fractured shield. What is the most disturbing, is the look on the dead's face — the opened mouth seems to still be screaming and the eyes glare skywards with an expression of absolute horror.

Each Party member with 3 or less gains 1.

Go to Verse 777.

717

You wake up in a familiar, dark cell, with a splitting headache and terrible pain in your joints. Swaying, you walk up to the knocker on the iron door and bang on it until a peephole opens. The gatekeeper eyes you head to toe. The lock turns, flooding the cell with light.

You're in the white domicile of the Red Empire — but it is no longer empty. Lanky, wrinkled people of all ages, sizes and genders wander the streets, visibly confused. The dance was broken up. You have a chance for a new beginning, such as it is.

Hopefully, it will lead to something better.

Gain the **"Danse Macabre"** part **4** status. Go to Verse 815.

720

Pungent darkness swallows you.

Discard all Location cards. Reveal Location **480** (**"Caved-in Sewers"**) and move all Characters there, applying the rule. Now, explore this new Location for free.

722

A large stone slab lies shattered on its side — once a great table, a symbol of unwavering knighthood, bravery, and virtues. Silver letters inlaid in its surface list the most honorable achievements of its knights. But the final inscription is crude and scratched directly on the stone. It tells of a rift between the knights, as Mordred, who couldn't bear the fact that Arthur and others downplayed the risks of the plague, defied his king. With a couple of other dissenters, he resigned from the Round Table, abandoned Camelot and began to prepare Camlann for the worst. But it was already too late for everyone...

Go to Verse 727.

723

725

Your initial search of the port and its surroundings was very efficient. You not only located a source of food, but also made contact with a breathing, intelligent creature. Your exploration of Camlann is off to a good start!

Lose 1 Miasma.

Go to Verse 730.

727

You stand in a large, round room specks of dust dance in the light coming from the shattered windows, and a broken table takes the center place, surrounded by toppled chairs. A wide archway leads from here to Arthur's throne room. There are no tapestries nor paintings on the bare walls nothing that could distract the Knights of the Round Table.

- **Inspect the Round Table** – go to Verse 722.
- **Go to the throne room** – go to Verse 753.

730

You didn't learn as much as you hoped to, but the fact that intelligent creatures can live in Camlann brings you some hope.

CONGRATULATIONS! You've completed **Chapter 1** of the **"Red Death"** campaign!

Each Character gains 2 Exp.

Lose 1 Miasma.

Discard your Events Deck and your Active Quest pile.

Shuffle any discarded Random Events back into the Random Events pile.

Either Save your game or draw a **Chapter 2** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

731

Knowing that some of those who found no place on the ships bound for Avalon managed to survive the plague and rebuild is reassuring, in a way. Unfortunately, the story of the empire appears to have been cut short. You're still not sure why, but the appearance of the Danse Macabre had something to do with it. Could it be that all citizens in the domicile joined the dance?

There are still many questions you need answers for.

Gain the **"Upper City"** part **2** status. If you **have** the **"Upper City"** part **1** status, go to Verse 520. Otherwise, read on:

As you look at the skyline of Camlann, full of old roofs and collapsing townhouses, another building just as monumental and out of place as the domicile stands out. Perhaps you could learn something more there...

New Task: Explore the **"Splendid Mausoleum"** (**431**).

Exploration ends.

732

The air turns freezing cold, and it almost seems like fog is pouring inside the room you're in, fast, like a wave of water. Suddenly you're almost blinded, and you fight with shivers. You look around trying to make out anything in the building full of frosty mist.

If you **don't have** the **"If it Bleeds"** part **2** status, go to Verse 713. Otherwise, read on:

The pipes in the walls, now working the centuries old machinery, disperse the white mists that surround you. You suddenly see a black shape incoming taller than the tallest man, covered in pipe shaped organs with a huge, curved head, as if taken straight from nightmares. The claws at the end of its long, bony arms look like they can rend steel, and white mist is coming out of the slimy, opalescent crevices of its body but it now cannot obscure the creature. The beast quickly realizes that and it jumps toward you, changing direction at the last moment before you strike it. With an inhumanly long leap it reaches one of the archways under the room's ceiling.

The Party member with most (in case of a tie, pick the one with the higher Character Number) loses 1. Gain the **"If it Bleeds"** part **3** status.

If you **have** the **"If it Bleeds"** part **4** status, go to Verse 755. Otherwise, go to Verse 785.

735

The cold depths close above you, drowning out your music. Icy currents separate your bodies and sap all strength from them. Finally, a lonesome, freezing end.

Gain the **"Danse Macabre"** part **1** status.

Go to Verse 815.

737

All the bodies feel the same. Which one was you? WE ARE ONE. WE ARE...

Roll a die and check the result below:

1-4 – *A body falls into the pit, but you dance on.* Move the Danse Macabre to Location **422** or **420**. Exploration ends.

5-6 – *They're leaving you! You claw the wall, trying to get up, but the music disappears into the distance.* Go to Verse 835.

741

The timing seems perfect. You're far enough away for them to not notice you, and close enough to get through the gate before it closes.

The massive wings of the gate begin to close with creaks, the ancient machinery in the portcullis rattling and grinding. You adjust your speed, to walk through them just before they close. Then, the dancing figures at the back of the procession part for a moment; an accident created by the randomness of their moves. It took only a second, but it gave you a chance to look into the middle of the procession, and meet the gaze of a tall figure looking your way. Though its body is wrinkled and unnaturally elongated, you recognized it in an instant. It is you. Dried. Dead eyed. Covered in a strange, thick coat studded with gold and diamonds, a heavy crown on your brow. A long dead king of the hellish procession. You feel as if you were looking into a twisted mirror.

You stop in your tracks, too shocked to move. The figure beckons you with a finger, and you're too afraid to react, now that it sees you. The gate slams shut just before you, nearly crushing you.

Each Character gains 2.

CONGRATULATIONS! You've completed your Quest!

- Turn the Danse Macabre card so that the **"Up the City"** side is revealed and place the Danse Macabre model on slot **430**.
- Lose 1 Miasma.
- Each Character gains 1 Exp.
- Remove your Active Quest card from the game.
- Find and resolve the **Chapter 3**: **Part 4** card.

Exploration ends.

745

You never see the end of this journey. Your consciousness melts back into the Danse Macabre long before then.

The procession realizes it did not need Camlann, and keeps on walking, dancing through ruined villages, barren fields, empty towns; a harbinger of madness, the last moving thing in the still, dead world. Eventually, body after body, it is destroyed by predators, violent weather and Fomorian patrols.

Go to Verse 757.

748

The ground floor of the building is covered with debris and thick vines. The same vines are hanging from archways under the high ceiling. Grass bursts out of cracks in the floor around a frozen fountain. It all

makes this place look almost peaceful, but if you look carefully, you can spot bones scattered here and there.

Go to Verse 777.

749

He notes that you accused him of lying.

Go back to Verse 760.

751

You walk until your thousands of feet are bleeding. As far from Camlann and Miasma as your eyes can see. Some of your bodies are snatched by predators or wild beasts, but the rest huddles together, surrounded by the last, pitiful sounds of music.

- **Turn back to Camlann** – *There's no point going further.* Exploration ends.
- **Walk on** – go to Verse 745.

752

Attach the **"Merlin's Tower"** Location card (**495**) to the top edge of the **"Castle Camelot"** Location (**490**). Move all Party members there and Explore this new Location for free.

753

Finally! You're in the vast, arched hall that Arthur used as a throne room. It's partially collapsed and blanketed in a layer of dust. The throne itself served as a perch for seabirds and is now covered in dung. Most of the stained glass windows broke when a part of the room came down, and they now let in the chilly sea breeze that's almost free of Miasma, letting you rest a bit before you move on.

The entrance to the famed Merlin's Tower is visible in the corner of the room.

Choose one:

- **Enter Merlin's Tower** – go to Verse 752.
- **Leave** – Exploration ends.

755

The creature jumps onto the archway, but its weight triggers the percussion charges, and the whole construction collapses with a terrifying rumble. For a moment you think it is over, but suddenly the beast jumps from under the rubble. It is visibly wounded though as you see bright green liquid covering its oily black carapace.

Resolve the special **"Weakened Wraith"** purple Encounter printed on the side of this page. If you win, go to Verse 756. Otherwise, Exploration ends.

756

You manage to defeat the weakened wraith. Just to be sure, you cut its body to pieces and burn them on a pyre.

Lose 4 Miasma. Each Party member gains 2 Exp. Gain all parts of the **"Presence"** status and go to Verse 777.

757

One by one, the bodies of the Danse Macabre are destroyed. You don't even know which one was yours. Your consciousness fades as the last member of the procession disappears from this world.

Gain the **"Danse Macabre"** part **1** status.

Go to Verse 815.

760

You trace back from the freshly written text and find out the chronicler meticulously noted every detail of your recent adventures in the city. You go back, day by day, reliving the experience in your mind. Then, your hand begins to shake, as you reach a passage that seems impossible.

"Day 20, Month of Mehefin, Year 1657 of the Red Empire: Today, the dance did something I have never observed before. It willingly freed a part of itself, returning to this part its own mind, face, and volition. I recognized the face: a traveler who came to this city from Avalon, precisely 78 years ago."

You feel as if you're sinking. You browse the days and weeks before this event and see no other mention of yourself or your landing. Is it some trick? Is this hellish creature playing with your mind?

- **Accuse the chronicler of lying** – go to Verse 749.
- **Kill the chronicler** – go to Verse 791.
- **Read the previous part of the scroll** – go to Verse 805.

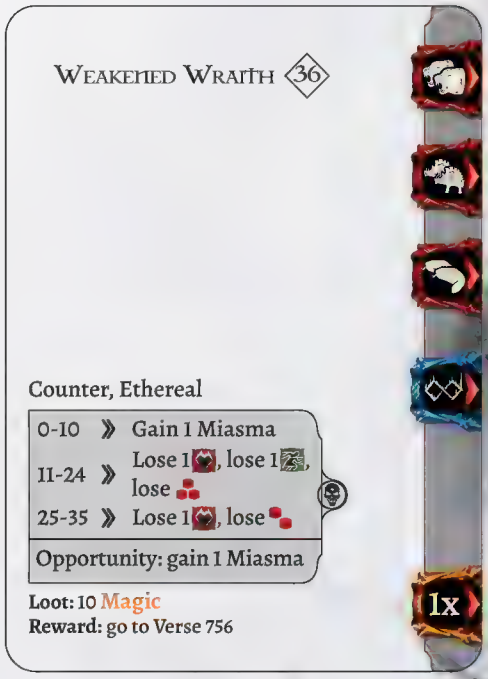
771

You walk through the southern section of the moat, navigating carefully between the swollen, slimy bodies, when a glimmer of silver catches your attention. It comes from the top of a pile of rubbish and excrement, jutting above the water. You approach carefully and pick up a silver, ornate key. Surprised, you look up to see the bottom of the castle's lavatory. At least now you know where it came from.

Gain the **"Forlorn Splendor"** part **2** status. Then, read on:

Sick from the fumes, tired, and covered in stinking water, all you can think of is cleaning yourself up.

Exploration ends.



777

The building looks taller and more majestic than other houses, with three high floors and a tall roof full of holes that speak of the ages of solitude. The building also doesn't look looted, contrary to any other in the vicinity, almost like at some point the scavengers decided to leave it be. Once you approach the doorway, you see there might be a reason for that. The body of a Pict warrior is lying there, killed trying to run from the building. The poor man was clearly torn apart with brutish, inhuman strength. His blood made dark brown stains on the grey wall and old, eroded columns on both sides of the entrance.

If there is no Quest Dial on this Location, place a Quest Dial set to 3 on the Location card.

If the Quest Dial is set to 1, AND you **don't have** all parts of the **"Presence"** status go to Verse 732. Otherwise, decrease the Dial by 1 and read on:

- **Inspect the body** – go to Verse 716.
- **Explore the upper floor** – go to Verse 682.
- **Explore the ground floor** – go to Verse 748.
- **Look for anything that could give you some leverage** (only if you **have** the **"If it Bleeds"** part **1** status, and you **don't have** the **"If it Bleeds"** part **2** status) – go to Verse 792.
- **Look for something that could help you capture your prey** (only if you have the **"If it Bleeds"** part **3** status, and you **don't have** the **"If it Bleeds"** part **4** status) – go to Verse 699.
- **Leave** – Exploration ends.

785

The creature quickly disappears in the darkness, moving swiftly on top of the narrow archways looming above your head. After a few seconds you do not see it anymore.

Set the Quest Dial to **3** and go to Verse 777.

790

Camlann devoured you, just like many others before. Its ruins, shrouded in red Miasma, now wait for other adventurers who will try to wrestle its secrets.

Your campaign ends in failure. Try again, using the knowledge you've learned so far.

791

The creature does not defend itself. Soon, it lies dead under the table, its final sentence cut in half. The eyeballs fall off the spyglasses with a disgusting, wet sound. You realize that without the constant throbbing of the chronicler's stylus, the study is empty as a grave.

You want to run from here, but your curiosity won't let you leave. You need to know for sure!

With some trepidation, you pick up a part of the scroll and continue reading.

Gain 2 Miasma. Go to 805.

792

The fact that ice cold mist materialized just before the attack, obscuring the creature and blinding you, was certainly not a coincidence. You start to think of an idea of how to get rid of these vapors.

If you **have** 2 or less , go to Verse 777. Otherwise, read on:

Suddenly you come upon a set of old pipes made of lead that are built into walls. It must have been a system that once pumped warm water throughout the mansion. Following the old builder's markings, you find an ancient apparatus, part metal, part magic. You turn old valves without hope, but suddenly you feel warmth under your palms – it appears the building was connected to some kind of warm underground stream and begins to heat up.

If you **don't have** the **"If it Bleeds"** part **2** status, each Party member gains 1 Exp; gain the **"If it Bleeds"** part **2** status.

Go to Verse 777.

795

You were always incomplete, searching, trying to find yourself in fights against impossible odds. Only now that this impossibly large, gaping hole fills with the soothing sounds of music, you realize its extent.

For the first time ever, you feel whole, sheltered and warmed by the bodies of others like you, safe like a tortoise in its shell.

The only thing now left is to let the music guide you.

There's nothing left but the forever dance.

You were taken by the Danse Macabre – your campaign ends here. Please try again.

800

You realize this was the last piece you needed to piece the entire story of the fall of Camlann together – a tale that unfurled over countless centuries of suffering and migrations, that eventually brought you back to this place, where every deed you ever committed had its root.

You now fully realize how long the history of the city has been – your travel from Avalon, that transcended both space and time, brought you here at the end of this story, countless centuries after Arthur fled to the island. And now, you finally begin to understand the full story.

It started a very long time ago, when Fomorians found a human infected with a magical disease unlike any they've seen before; a person who used wyrdness to reach another time, carrying the plague with him. They studied this subject, hoping to use the plague as a tool of conquest, against Firbolgs and other minor races.

Merlin, Arthur's court wizard, eventually learned of the plague decimating the Firbolgs, and realized how dangerous it could be. Wanting to prepare humanity ahead of time, he bought a sample of the plague at great expense and began to study it. It did not go well. The plague eventually escaped his secret study in the cellars of the tower, carried by rats that found a connection between the cellars and the city sewers.

Soon, scenes of nightmare enveloped Camlann. The countless dead filled the moat. King Arthur barred the Port District from the sick, organized a great fleet of ships and carried a part of the city's residents to Avalon, joined on the way by other ships from other places.

The Homelands succumbed to the Red Death. Those who did not lose their lives, lost all hope, as the civilization around them crumbled. In this dire time, a ship appeared on the horizon. The king – or at least that's what the survivors believed him to be – came back to the suffering city, engulfed in chaos. Despite his ruse, the fake Arthur did an admirable job, by all accounts. He raised an enclosed domicile that citizens were able to enter only after long quarantine. In this city within a city, the remnants of humanity survived, while the plague burned through all known lands, save one – the Picts, who in times of need turned to the Forgotten Goddess that showed them the way to become resistant to the sickness, at a great cost.

The False King eventually died, leaving behind a thriving civilization that learned to live with the plague, and eventually reached out of Camlann and waged war on Fomorians and Picts. In time, it became known as the Red Empire, for the color of its banners, and the repainted gates of Camlann.

But all empires eventually fall, and it was no different for the Red Empire. However, their doom came not from the inside, or from one of the races it waged war with. Instead, it happened in a distant land, where the true Arthur had fled.

Something important broke when humans conquered Avalon. The peo ple left in the Homelands stopped dying both in Camlann and other places. Even those suffering the Red Death would not perish, instead languishing in their sorry state, mutating over centuries, and emitting foul Miasma. To make matters worse, no one could be born either, all newborns becoming passive, empty vessels that died quickly, unless force fed. Almost as if no souls could enter or leave anybody anymore.

To fight the supernatural calamity, people of the Red Empire turned to religion, trying to appease the gods in never ending processions. But madness and hallucinogenic Miasma wreaked havoc on their senses. The more of them who joined the processions, the more wanted to join them, having nothing left but to dance up and down Camlann for days, weeks, centuries. Eventually, all followed the music and succumbed to the dance.

The Danse Macabre was born.

Each Character gains 5 Exp. Lose 2 Miasma. Go to Verse 810.

805

You need to descend one flight of stairs before you find another entry about yourself:

"Day 17, Month of Gorfen, Year 1588 of the Red Empire: The traveler from Avalon walked straight into the dance and was taken. A sad ending to a promising story."

Seventy eight years! You spent seven decades with the dance! No wonder you couldn't locate the foreigner you met in the Port District they could very well be dead by now. You slowly look into a large mirror, hanging on the wall of the study, and only now realize your skin is wrinkled and orange, as if up until now some sort of illusion clouded your senses.

You are a part of the dance, freed for a moment, for a reason you can't fathom. Feeling your head spin, you leave the study and slowly walk down the stairs, trying to make sense of it all.

Each Character gains 1 .

Go to Verse 850.

808

Your mind, and everything that made you, is gone, replaced with the primal urge to dance. The heroes of Avalon are no more. Free from your worries and your desires, all that's left for you is the music. THE MUSIC. THE M U S

Go to Verse 901.

810

And now you know. There's no way to "cure" or stop Miasma. There's no way to live in the Homelands. Your actions in Avalon broke something fun damental, and altered the entire human world, making it impossible to be born or die, unless through vile rituals, such as those used by the Picts.

There's only one slim chance. Perhaps Merlin's study, known to hold answers to everything and anything, will let you cure yourself of the effects of Miasma, or will help you discover why exactly souls cannot find bodies anymore.

There's nothing else you can learn in or around the city. You should go to the top of Merlin's Tower.

Continue the game.

815

CONGRATULATIONS!
You've completed the Red Death campaign!

If you **have** the **"Danse Macabre"** part **1** status, go to Verse 825.

If you **have** the **"Danse Macabre"** part **2** status, go to Verse 860.

If you **have** the **"Danse Macabre"** part **3** status, go to Verse 808.

If you **have** the **"Danse Macabre"** part **4** status, go to Verse 829.

817

Before you, the desolate Homelands stretch. They are vast, but you have eternity to explore them and to ruminate whether the calamity that struck the Homelands and stopped people from being born or dying was in fact caused by you.

Perhaps in some distant land, someone stayed sane and is trying to restore the human condition. You will do your best to join them. Unless your body turns to ash first.

Maybe then your soul will be allowed to leave your body? At least you hope so.

Go to Verse 901.

820

It's hard to focus... MUSIC! ALL DEVOURING MUSIC ...your thoughts. Your body joined the dance... GLORIOUS MUSIC ...but some of your thoughts remain. Now that you're reunited... SLAVE TO THE RHYTHM ...you begin to understand why you were spat out of the procession in the first place. DANCE ON DANCE ON DANCE ON The Danse Macabre has a growing consciousness of a fact that it spent... GIVE YOURSELF TO THE HARMONIES ...centuries repeating over and over again. There is a longing for freedom... NO! DANCE IS FREEDOM! DANCE IS ALL ...a growing hope that something will finally interrupt this madness. Even if this "something" is death. NO! WE MUST DANCE!

CONGRATULATIONS! You've completed your Quest!

Discard all Characters, their Character Trays, decks, Skills, and any other components that belong to them. Do not save their state.

Place all Camlann Locations on the table and connect them:

Place all Upper Camlann Locations (**436**, **434**, **432**, **431**, **430**, **428**) on the table and connect them.

Attach Location **422** (**"Red Gate"**) to the right edge of the **"Upper Plaza"** Location (**430**).

Attach all remaining Lower Camlann Locations (**421**, **420**, **419**, **412**, **410**, **408**, **407**, **406**, **405**, **403**, **402**) to the **"Red Gate"**.

Place the Danse Macabre model in Location **436** (**"Golden Alley"**). From now on, all Players control the Danse Macabre model only!

Place the Danse Macabre card on the table, so that the **"Down the City"** side of this card is revealed.

Place a pile of 6 large markers on the table by the Danse Macabre card. This is your Volition that will run out as you spend time within the Danse Macabre and try to influence its moves. When the Volition runs out, you will be completely assimilated!

- If your Miasma is Low, gain 6 more Volition.
- If your Miasma is Medium, gain 3 more Volition.

Gain Secret card **113**. Remember to check the Verse listed on this card to learn the full rules of playing the Danse Macabre.

Discard your Active Quest card.

Find and resolve the **Chapter 7**: **Part 2** card.

Exploration ends.

823

Unfortunately, not all former victims of the Danse Macabre were allowed to live in the domicile. Some were too damaged in body and soul, and some were deemed too dangerous to have a place in the reformed society of the Red Empire.

One of these poor wretches was you. Despite everything you've done, the domicile closes its doors on you, leaving you no choice but to leave Camlann.

Go to Verse 817.

824

Sitting on the throne of the empire of dead, you made deals with Picts and Fomorians, trying to restore the empire to its power, while in the laboratories under the domicile your scholars walk tirelessly to find a way to help people die – or be born – once again.

Perhaps, in time, they will succeed, and you will be buried in an even larger tomb than the False King.

Perhaps.

Go to Verse 901.

825

Thanks to your efforts, the Eternal Dance proved not so eternal. The Red Empire disappeared from the face of the earth, just like you, forgotten on Avalon and presumed dead.

In the Homelands, the Age of Man drew to an end, leaving a place for other intelligent beings to thrive – and to try to do better.

Go to Verse 830.

829

Free of the madness of the dance, the remnants of the Red Empire once again took control of central Camlann, clearing its streets of monsters and those who were beyond help. Humanity survived – if this afflicted, undying tribe still counted as humans.

If your Miasma is High, go to Verse 823. Otherwise, read on:

In recognition of your great deeds, the survivors of the Danse Macabre named you their new king, entrusting to you the rule over the Impenetrable Domicile and everyone within.

- **Rule the Red Empire** – go to Verse 824.
- **Entrust your people to the Forgotten Goddess** (requires the **"Converts"** part 2 status) – *If she helped the Picts, maybe she can extend her blessings to you.* Go to Verse 843.
- **Return to your true home, Avalon** (requires the **"Picts"** part **5** or **"Fomorians"** part **5** status) – go to Verse 890.

830

Without immortal, festering bodies, in time the Miasma cleared from Camlann. New powers moved in to fill the void.

Place a die on the table and set it to 3.

If you **have** the **"First Contact"** part **2** status, add 1.

If you **have** at least **7** parts of the **"Fomorians"** status, add 1.

If you **have** the **"Balance of Power"** part **2** status, add 1.

If you **have** at least 8 parts of the **"Picts"** status, subtract 1.

If you **have** the **"First Contact"** part **1** status, subtract 1.

Check your final result:

1-2 – go to Verse 840.

3-4 – go to Verse 845.

5-6 – go to Verse 855.

835

With time, your mind returns. You get back to the surface and flee, as far from the music as possible.

Gain the **"Danse Macabre"** part **2** status. Go to Verse 815.

840

With time, Picts began to venture further and further into Camlann, encouraged by your actions. Their plague hunters cleared the streets of roaming beasts while their scavengers learned to make use of the ancient relics scattered throughout the city. Hulking Fomorians found themselves on the defensive, less suited to guerilla warfare that took place in narrow alleys and crumbling rooftops.

Eventually, all Camlann was conquered by Picts, all relics of the Red Empire brought down as a last accord of the centuries old feud. There was only one exception – the mighty dome of the Votive Temple, where the Pictish goddess came to reside, suspended in a net of pulsing veins. From the temple's steps, Pictish longboats set out to different corners of the world, looking for the last parts of their goddess's body, buried in sealed chambers under long dead kingdoms and empires.

A new era was dawning for humans, one very different from all previous epochs.

Go to Verse 901.

843

The goddess was harsh. Many painful sacrifices were needed before she turned her head toward Camlann, but you eventually gained her attention. She taught the victims of the Danse Macabre how to die again, transferring their souls into a newborn body in a gruesome ritual. A new generation was soon born, kept safe from Miasma, and almost normal. There could never be more humans than what you freed from the dance, but at least humanity could endure.

As a payment for this service, the old gods were cast down, their statues shattered, and their temples leveled. A new cathedral was built for the goddess in upper Camlann. From there, priests of the Faceless Goddess ventured far and wide, bringing her religion once again to the world.

United through faith, the Red Empire and the Picts made a pact and together beat back the Fomorian threat.

Humanity endured in the Homelands, though vastly different than before. You lived to see it all, and when you decided it was your time to be reborn, your old body was buried in a tomb even grander than the one that belonged to the False King.

Go to Verse 901.

845

With the Danse Macabre out of the picture, the battle for the city reached new, heated levels. The Picts and the Fomorians fought over Camlann for decades, until the destructive magic of the former and the war machines of the latter eventually leveled the ruins.

Humanity's greatest city became a patch of contested rubble, and all traces of Camelot, Arthur, the plague, and the Red Empire disappeared from the face of the earth.

Go to Verse 901.

850

You're halfway down the tower, when you begin to hear the eerie music of the Danse Macabre drawing closer and closer, far too close for comfort. Didn't the chronicler say the procession couldn't enter the castle?

Suddenly, your blood runs cold, as you remember something. You run towards the nearest window and look down. The gate! You left it open,

and now the Danse Macabre is in the Courtyard of Unity, its endless bodies twitching and flowing deeper into the castle.

You quell your panic. Camelot is a vast place. Surely you can move around this infernal mob. You run down the stairs as fast as you can, barreling into the abandoned throne room. Then, a wave of music hits you like a racing chariot.

You try to block your ears and move toward the secret passage to the Shrine of Lessons, but the sound, echoing in the long corridors of the castle, amplified by its vast hall, appears to surround you. You grab your head and scream, but the music is still there, digging itself into your body, causing your limbs to twitch.

RELENT! LISTEN! COME!

Finally, you run, screaming like a madman, toward the music. You are no longer yourself. You're one with the dance.

Go to Verse 820.

855

The Fomorians have long believed it is they, the firstborn of the gods, the most ancient of all intelligent races, who should have ruled the world. Now, they are a step closer to achieving this goal.

With the Danse Macabre out of the picture, Fomorian soldiers managed to chase the Picts out of Camlann. They restored the walls of the city, fitted them with imposing ballistae, and created a great war port in the bay. At the same time, Fomorian scholars found a treasure trove of valuable knowledge in Camelot's libraries.

From this seat of power, the Fomorian Empire began to expand to other lands and seas, until one day, a fleet of countless black ships emerged from the mists on the shores of Avalon.

Go to Verse 901.

860

You freed yourself from the Eternal Dance once more, and this time you intend to stay free. You leave Camlann behind, a wrinkled, skinny wretch, unable to die, yet unable to truly live.

- **Stay in the Homelands** – go to Verse 817.
- **Return to your true home, Avalon** (requires the **"Picts"** part **5** or **"Fomorians"** part **5** status) – go to Verse 890.

865

Securing the ship was not easy, considering the lasting effects Miasma left on your body and mind. Finally, you found a vessel and a crew willing to carry you, but when the moment came to embark, you couldn't bring yourself to walk up the gangplank.

You left Avalon a celebrated hero. How could you return as an undying ghast, twisted beyond recognition, and emitting dangerous Miasma? With a heavy heart, you decided you were too far gone to go back to your people.

If you **have** the **"Danse Macabre"** part **2** status, go to Verse 817. Otherwise, read on:

Resigned to the fact your future lies in Homelands, you return to your people, ready to guide them.

- **Rule the Red Empire** – go to Verse 824.
- **Entrust your people to the Forgotten Goddess** (requires the **"Converts"** part **2** status) – *If she helped the Picts, maybe she can extend her blessings to you.* Go to Verse 843.

870

Danse Macabre

You're now part of the dance, but your will remains, and allows you to influence its movement, at least until your Volition runs out (when that happens, your Event card will tell you what to do next).

All players control the Danse Macabre model and have a single Volition pool. If there are several players, they perform one Action each, in turns.

The Danse Macabre can only perform the following three Actions:

- **Travel** – move the Danse Macabre to any adjacent Location. Ignore any rules printed on this Location. Check the Danse Macabre card. If the Location number of your new Location follows the number of your previous Location on this card, your Travel is free. The Travel is also free if your current Location number is not on the Danse Macabre card, but the new Location number is. Otherwise, lose 1 Volition.

  For example: You Travel from Location 405 to Location 408. On the Danse Macabre card, 405 leads to 408. Therefore, your Travel is free.

- **Turn around** (only if the Danse Macabre is in the last or first Location listed on the Danse Macabre card) – flip the Danse Macabre card over.
- **Explore** – go to the Exploration Journal of your current Location and read the **"Danse Macabre"** section, printed upside down on the bottom of the page.

888

Your mind gets lost in the music, and the endless movement.

You are... DANCE! DANCE! D A N C E! D

Gain the **"Dance Macabre"** part **3** status.

Go to Verse 815.

890

If your Miasma is Medium or High, go to Verse 865. Otherwise, read on:

You eventually manage to convince your allies to lend you a ship. The trip back is just as long as your journey to Camlann, through the stormy seas of the north, and through mists so thick you can't see the bow of the ship. Eventually, land appears in the far distance, surrounded with the opalescent shine of wyrdness.

Seeing it, you almost cry.

A century has passed for you since you departed Avalon. You left a hero, on your own ship. You return on the foreign vessel, changed beyond recognition by the Danse Macabre and the Miasma. Your mission has failed: nothing awaits in the Homelands but madness and the curse of eternal existence.

However, as you draw closer to the island, you feel a change within you. Your body now feels alive... and mortal again.

You shiver, realizing this confirms what you suspected. Avalon was more than an island. It was a gate that human souls traveled through in an endless cycle. Something you or other heroes of Avalon did broke this cycle, and it hasn't recovered yet, if it ever will.

The weight of this guilt is only matched by the weight of responsibility upon you. There must be something you could do to restore the balance, and you're determined to find it.

As you step onto the wet sand of Avalon, the fate of the entire Homelands rests in your hands.

Go to Verse 901.

BoS

901

Thank you for playing!

Tainted Grail: The Red Death Campaign

Lead writer: Krzysztof Piskorski

Additional Writing: Andrzej Betkiewicz, Michał Cholewa

Editing: Krzysztof Piskorski, Matt Click

Proofreading: Dan Morley

Tests & Development: Krzysztof Belczyk, Bartłomiej Kalisz, Ernest Kiedrowicz, Adrian Krawczyk, Łukasz Krawiec, Michał Lach, Krzysztof Piskorski, Paweł Samborski, Jan Truchanowicz, and others.

Graphic Design: Jędrzej Cieślak, Maria Pinkowska-Porzycka, Andrzej Półtoranos, Adrian Radziun

3D Graphics: Jędrzej Chomicki, Piotr Gacek, Mateusz Modzelewski, Agnieszka Pogan, Jakub Ziółkowski

Illustrations: Cheng Yu Chao, Jakub Dzikowski, Piotr Foksowicz, Tran Huy, Patryk Jędraszek, Jakub Kaźmierczak, Adrian Komarski, Piotr Kryński, Ewa Labak, Pamela Łuniewska, Anna Myrcha, Piotr Orleański, Michał Peitsch, Krzysztof Piasek

2.0 Edition: Krzysztof Piskorski, Michał Lach, Konrad Sulżycki, Adrian Krawczyk, Wiktoria Ślusarczyk, Anna Czajka, Jacek Szczypiński, Patrycja Marzec

If you enjoyed your journeys through Avalon, please share your experiences with us and other players, and rate the game online, helping it grow and reach more Travelers!